

COMPUTERS ALONG ROUTES.

1. AN ADDRESS THAT IS PERMANENTLY ASSIGNED BY THE MACHINE DESIGNER TO A STORAGE LOCATION OR DEVICE.
2. A PATTERN OF CHARACTERS THAT IDENTIFIES A UNIQUE STORAGE LOCATION OR DEVICE WITHOUT FURTHER MODIFICATION. SYNONYMOUS WITH MACHINE ADDRESS.

ABSOLUTE CODING

CODING USING ABSOLUTE OPERATORS AND ADDRESSES.

ABSTRACT

- N. A SHORT FORM OR SUMMARY OF A DOCUMENT.
- V. TO SHORTEN OR SUMMARIZE A DOCUMENT.

ACCELERATION TIME

THE ELAPSED TIME BETWEEN THE INTERPRETATION OF WRITE INSTRUCTIONS AND THE POSSIBILITY OF INFORMATION TRANSFER TO OR FROM TAPE AND INTERNAL STORAGE.

ACCESS ARM

A MECHANICAL DEVICE ON A STORAGE UNIT WHICH POSSESSES THE READING AND WRITING MECHANISM.

* ACCESS TIME

1. THE TIME INTERVAL BETWEEN THE INSTANT DATA ARE CALLED FOR FROM A STORAGE DEVICE AND THE INSTANT AT WHICH DELIVERY IS COMPLETED, I.E., THE READ TIME.
2. THE TIME INTERVAL BETWEEN THE INSTANT DATA ARE TO BE STORED AND THE INSTANT AT WHICH STORAGE IS COMPLETED, I.E., THE WRITE TIME.

* ACCUMULATOR

A REGISTER IN WHICH THE RESULT OF AN ARITHMETIC OR LOGIC OPERATION IS FORMED.

* ACCURACY

THE DEGREE OF FREEDOM FROM ERROR, THAT CONFORMITY TO TRUTH OR TO A RULE. ACCURACY WITH PRECISION, E.G., FOUR-PLACE NUMBER, MORE THAN SIX-PLACE NUMBERS, NEVERTHELESS A FOUR-PLACE NUMBER MIGHT BE MORE ACCURATE THAN A COMPUTED SIX-PLACE NUMBER.

* ACOUSTIC DELAY LINE

A DELAY LINE WHOSE OPERATION IS BASED ON THE TIME OF PROPAGATION OF SOUND WAVES.

ACRONYM

A WORD FORMED FROM THE FIRST LETTER OR LETTERS OF WORDS IN A NAME, TERM OR PHRASE, E.G., SAGE FROM SCIENTIFIC GROUND ENVIRONMENT, AND ALGOL FROM ALGORITHM.

ACTIVITY

A TERM TO INDICATE THAT A RECORD IN A MASTER FILE IS USED, ALTERED OR REFERRED TO.

ACTIVITY RATIO

WHEN A FILE IS PROCESSED, THE RATIO OF THE NUMBER OF RECORDS IN A FILE WHICH HAVE ACTIVITY TO THE TOTAL NUMBER OF RECORDS IN THAT FILE.

ACTUAL ADDRESS

SEE ABSOLUTE ADDRESS.

ACTUAL CODING

SEE ABSOLUTE CODING.

ADD TIME

THE TIME REQUIRED FOR ONE ADDITION, NOT REQUIRED TO GET AND RETURN THE QUANTITY.

ADDEND

A QUANTITY WHICH IS ADDED TO ANOTHER QUANTITY.

* ADDER

A DEVICE WHOSE OUTPUT IS A REPRESENTATION OF THE SUM OF THE QUANTITIES REPRESENTED BY ITS INPUTS.

ADDITION RECORD

A RECORD WHICH RESULTS FROM THE CREATION OF A RECORD DURING THE PROCESSING OF A FILE.

ADDRESS

1. AN IDENTIFICATION, AS REPRESENTED BY A NAME, NUMBER, OR NUMBER, FOR A REGISTER, LOCATION IN STORAGE, OR OTHER DATA SOURCE OR DESTINATION.
2. LOOSELY, ANY PART OF AN INSTRUCTION WHICH SPECIFIES THE LOCATION OF AN OPERAND FOR THE INSTRUCTION.

OF AN

STORAGE, SUBJECTS, ETC.

* ALPHABET

AN ORDERED SET OF UNIQUE REPRESENTATIONS, CALLED CHARACTERS. FOR EXAMPLE, THE ALPHABET 0 AND 1, THE 26 LETTERS OF THE ENGLISH ALPHABET, AND THE CHARACTERS A, B, C, D, E, F, G, H, I, J, K, L, M, N, O, P, Q, R, S, T, U, V, W, X, Y, Z, AND THE CHARACTER SET.

ALPHABETIC

A GENERIC TERM FOR ALPHABET, LETTERS, AND DIGITS AND SPECIAL CHARACTERS WHICH REQUIRE NO FURTHER CODING.

ALPHANUMERIC

SEE ALPHABETIC.

ALTERATION SWITCH

A MANUAL SWITCH ON THE COMPUTER CONSOLE OR A PROGRAM-SIMULATED SWITCH WHICH CAN BE SET ON OR OFF TO CONTROL CODED MACHINE INSTRUCTIONS.

ALTERNATE ROUTING

ASSIGNMENT OF A SECONDARY COMMUNICATIONS PATH TO A DESTINATION IF THE PRIMARY PATH IS UNAVAILABLE.

AMBIGUOUS

PERTAINING TO AMBIGUITY, UNCERTAINTY OR DOUBTFULNESS.

AMPHIBOLY

A PHRASE CAPABLE OF TWO MEANINGS OR AN AMBIGUOUS PHRASE.

ANALOG CHANNEL

A CHANNEL ON WHICH THE INFORMATION TRANSMITTED CAN TAKE ANY VALUE BETWEEN THE DEFINED LIMITS OF THE CHANNEL.

* ANALOG COMPUTER

A COMPUTER THAT SOLVES A PROBLEM BY OPERATING ON CONTINUOUS DATA REPRESENTING VARIABLES TO SIMULATE THE BEHAVIOR OF VARIABLES AND THEIR INTERRELATIONSHIPS.

AN

IN A CONTINUOUS FORM, AS CONTRASTED WITH REPRESENTED IN A DISCRETE (DISCONTINUOUS) FORM. USUALLY REPRESENTED BY MEANS OF PHYSICAL QUANTITIES SUCH AS VOLTAGE, RESISTANCE, ROTATION, ETC.

* ANALYSIS

THE METHODOLOGICAL INVESTIGATION OF A PROBLEM, AND THE SEPARATION OF THE PROBLEM INTO SMALLER RELATED UNITS FOR FURTHER DETAILED STUDY.

* ANALYST

A PERSON SKILLED IN THE DEFINITION OF PROBLEMS AND THE DEVELOPMENT OF ALGORITHMS FOR THEIR SOLUTION, ESPECIALLY ALGORITHMS WHICH MAY BE IMPLEMENTED ON A COMPUTER.

ANCILLARY

SEE AUXILIARY EQUIPMENT.

* AND

A LOGICAL OPERATOR HAVING THE PROPERTY THAT IF P IS A STATEMENT, Q IS A STATEMENT, R IS A STATEMENT, ..., THEN THE STATEMENT P AND Q AND R AND ... IS TRUE IF AND ONLY IF ALL STATEMENTS ARE TRUE, AND FALSE IF AND ONLY IF ANY STATEMENT IS FALSE. P AND Q IS REPRESENTED BY P AND Q, PQ, P AND Q, P AND Q, OR BY P AND Q.

AND-CIRCUIT

A CIRCUIT IN WHICH THE PHASE OR POLARITY OF THE OUTPUT RESULTS FROM THE AND FUNCTION APPLIED TO THE PHASE OR POLARITY OF THE INPUT SIGNALS.

* ANNOTATION

AN ADDED DESCRIPTIVE COMMENT OR EXPLANATORY NOTE.

AREA SEARCH

THE EXAMINATION OF A LARGE GROUP OF DOCUMENTS TO SELECT THOSE WHICH PERTAIN TO ONE GROUP, SUCH AS ONE CATEGORY, CLASS, ETC.

* ARGUMENT

AN INDEPENDENT VARIABLE, E.G., IN LOOKING UP A QUANTITY IN A TABLE, THE NUMBER, OR ANY OF THE NUMBERS, WHICH IDENTIFIES THE LOCATION OF THE DESIRED VALUE.

ARITHMETIC OPERATION

ANY OF THE FUNDAMENTAL OPERATIONS OF ARITHMETIC, E.G., ADDITION, SUBTRACTION, MULTIPLICATION, DIVISION, AND THE UNARY OPERATIONS OF NEGATION AND ABSOLUTE VALUE.

* ARITHMETIC SHIFT

1. A SHIFT THAT DOES NOT AFFECT THE SIGN POSITION.
2. A SHIFT THAT IS EQUIVALENT TO THE MULTIPLICATION OR DIVISION BY A POSITIVE OR NEGATIVE INTEGRAL POWER OF TWO.

Glossary for Information Processing

ADDRESSING

THE PROCESS OF CHANGING THE ADDRESS OF A STORAGE LOCATION BY MEANS OF CODED INSTRUCTIONS.

* ADDRESS PART

A PART OF AN INSTRUCTION WORD THAT SPECIFIES THE ADDRESS OF AN OPERAND.

* ADDRESS REGISTER

A REGISTER THAT STORES AN ADDRESS.

ADP

SEE AUTOMATIC DATA PROCESSING.

ALGOL

ALGOL RITHMIC LANGUAGE
A DATA PROCESSING LANGUAGE USED TO EXPRESS PROBLEM-SOLVING FORMULAE FOR MACHINE SOLUTION.

* ALGORITHM

A PRESCRIBED SET OF WELL DEFINED RULES OR PROCESSES FOR THE SOLUTION OF A PROBLEM IN A FINITE NUMBER OF STEPS. E.G., A FULL STATEMENT OF AN ARITHMETICAL PROCEDURE FOR EVALUATING SIN X TO A STATED PRECISION.

* ALGORITHMIC LANGUAGE

A LANGUAGE DESIGNED FOR EXPRESSING ALGORITHMS.

ALLOCATE STORAGE

TO ASSIGN STORAGE LOCATIONS OR AREAS OF STORAGE FOR SPECIFIC

CONTROL

NORMALLY ASSOCIATED WITH THE CONTROL OF A SEQUENCE, SUCH AS REASONING, LEARNING, MOVEMENT.

* ARTIFICIAL LANGUAGE

A LANGUAGE WHOSE USAGE IS BASED ON A SET OF PRESCRIBED RULES THAT ARE ESTABLISHED PRIOR TO THE USAGE.

ASSEMBLE

TO TRANSLATE A SOURCE LANGUAGE PROGRAM FROM A SYMBOLIC LANGUAGE INTO MACHINE CODES FOR SYNTHESIS AND ABSOLUTE ADDRESSING.

* ASSEMBLER

SEE ASSEMBLY.

ASSEMBLY

A COMPUTER ROUTINE WHICH ASSEMBLES OTHER ROUTINES.

* ASSOCIATIVE STORAGE

A STORAGE DEVICE IN WHICH STORAGE LOCATIONS ARE IDENTIFIED BY THEIR CONTENTS. SYNONYMOUS WITH PARALLEL SEARCH STORAGE AND CONTENT-ADDRESSED STORAGE.

* ASYNCHRONOUS COMPUTER

A COMPUTER IN WHICH EACH EVENT ON THE PERFORMANCE OF AN OPERATION STARTS AS A RESULT OF A SIGNAL GENERATED BY AN

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Glossary for Information Processing

PREFACE

Language is a changing thing. A word has one meaning in one place, another meaning somewhere else; one meaning today, another meaning a year from now. No one can keep abreast of all the variations, and everyone knows what it is to miss the point because of an unfamiliar use of a word.

The language of information processing is like language in general. Whether a term is borrowed from everyday vocabulary or coined specially, it is subject to variation in its meaning, from place to place, from year to year, and even from person to person. When this happens to enough words, communication is in jeopardy and confusion reigns.

A glossary of information processing terms is therefore indispensable, for it averts such confusion. Provided it is complete, up-to-date, and widely distributed, it offers the means to achieve standardization in the use of a specialized vocabulary.

No matter how complete and up-to-date a glossary may be when it is published, however, it cannot remain indispensable for long. New words come into being, others take on new meanings; still others age fast and pass out of existence. The glossary needs revising.

The present revision of the IBM "Glossary for Information Processing", first published in 1962 and revised once in 1963, is intended to fill a need felt by many for a guide to the definitions of currently accepted terms in the field of data processing. In an effort to be inclusive, the glossary defines common terms, special terms, coined words, professional jargon, and flowchart abbreviations.

To conserve space, definitions may make use of the following abbreviations:

cf.	compare
e. g.	for example
esp.	especially
etc.	et cetera
id.	the same
i. e.	that is
q. v.	which see
viz.	namely
n.	noun
v.	verb

Certain dictionaries and other glossaries were available for reference during the compilation of this book, and permission was granted to reprint from them. IBM wishes to express its appreciation for the use of these works, which are listed under "Acknowledgments".

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Note:

Any definition preceded by an asterisk is a proposed American Standard definition developed by Subcommittee X3.5 on Terminology and Glossary and presented for trial and criticism by authorization of ASA Sectional Committee X3 on Computers and Information Processing. Publication by IBM Corporation is approved by X3 by letter dated March 11, 1964, on the mutual understanding that said definitions are not finally accepted as standard by the ASA and are subject to change, modification, and withdrawal in part or in whole by the ASA.

DEFINITIONS OF TERMS

- ABACUS**
A DEVICE FOR PERFORMING CALCULATIONS BY SLIDING READS OR COUNTERS ALONG RODS.
- ABSOLUTE ADDRESS**
1. AN ADDRESS THAT IS PERMANENTLY ASSIGNED BY THE MACHINE DESIGNER TO A STORAGE LOCATION OR DEVICE.
2. A PATTERN OF CHARACTERS THAT IDENTIFIES A UNIQUE STORAGE LOCATION OR DEVICE WITHOUT FURTHER MODIFICATION. SYNONYMOUS WITH MACHINE ADDRESS.
- ABSOLUTE CODING**
CODING USING ABSOLUTE OPERATORS AND ADDRESSES.
- ABSTRACT**
N. A SHORT FORM OR SUMMARY OF A DOCUMENT.
V. TO SHORTEN OR SUMMARIZE A DOCUMENT.
- ACCELERATION TIME**
THE ELAPSED TIME BETWEEN THE INTERPRETATION OF TAPE READ OR WRITE INSTRUCTIONS AND THE POSSIBILITY OF INFORMATION TRANSFER TO OR FROM TAPE AND INTERNAL STORAGE.
- ACCESS ARM**
A MECHANICAL DEVICE ON A STORAGE UNIT WHICH POSITIONS THE READING AND WRITING MECHANISM.
- * ACCESS TIME**
1. THE TIME INTERVAL BETWEEN THE INSTANT AT WHICH DATA ARE CALLED FOR FROM A STORAGE DEVICE AND THE INSTANT AT WHICH DELIVERY IS COMPLETED, I.E., THE READ TIME.
2. THE TIME INTERVAL BETWEEN THE INSTANT AT WHICH DATA ARE TO BE STORED AND THE INSTANT AT WHICH STORAGE IS COMPLETED, I.E., THE WRITE TIME.
- * ACCUMULATOR**
A REGISTER IN WHICH THE RESULT OF AN ARITHMETIC OR LOGIC OPERATION IS FORMED.
- * ACCURACY**
THE DEGREE OF FREEDOM FROM ERROR, THAT IS, THE DEGREE OF CONFORMITY TO TRUTH OR TO A RULE. ACCURACY IS CONTRASTED WITH PRECISION, E.G., FOUR-PLACE NUMBERS ARE LESS PRECISE THAN SIX-PLACE NUMBERS, NEVERTHELESS A PROPERLY COMPUTED FOUR-PLACE NUMBER MIGHT BE MORE ACCURATE THAN AN IMPROPERLY COMPUTED SIX-PLACE NUMBER.
- * ACOUSTIC DELAY LINE**
A DELAY LINE WHOSE OPERATION IS BASED ON THE TIME OF PROPAGATION OF SOUND WAVES.
- ACRONYM**
A WORD FORMED FROM THE FIRST LETTER OR LETTERS OF THE WORDS IN A NAME, TERM OR PHRASE, E.G., SAGE FROM SEMI-AUTOMATIC GROUND ENVIRONMENT, AND ALGOL FROM ALGORITHMIC LANGUAGE.
- ACTIVITY**
A TERM TO INDICATE THAT A RECORD IN A MASTER FILE IS USED, ALTERED OR REFERRED TO.
- ACTIVITY RATIO**
WHEN A FILE IS PROCESSED, THE RATIO OF THE NUMBER OF RECORDS IN A FILE WHICH HAVE ACTIVITY TO THE TOTAL NUMBER OF RECORDS IN THAT FILE.
- ACTUAL ADDRESS**
SEE ABSOLUTE ADDRESS.
- ACTUAL CODING**
SEE ABSOLUTE CODING.
- ADD TIME**
THE TIME REQUIRED FOR ONE ADDITION, NOT INCLUDING THE TIME REQUIRED TO GET AND RETURN THE QUANTITIES FROM STORAGE.
- ADDEND**
A QUANTITY WHICH IS ADDED TO ANOTHER QUANTITY.
- * ADDER**
A DEVICE WHOSE OUTPUT IS A REPRESENTATION OF THE SUM OF THE QUANTITIES REPRESENTED BY ITS INPUTS.
- ADDITION RECORD**
A RECORD WHICH RESULTS FROM THE CREATION OF A NEW RECORD DURING THE PROCESSING OF A FILE.
- * ADDRESS**
1. AN IDENTIFICATION, AS REPRESENTED BY A NAME, LABEL, OR NUMBER, FOR A REGISTER, LOCATION IN STORAGE, OR OTHER DATA SOURCE OR DESTINATION.
2. LOOSELY, ANY PART OF AN INSTRUCTION WHICH SPECIFIES THE LOCATION OF AN OPERAND FOR THE INSTRUCTION.
- * ADDRESS FORMAT**
THE ARRANGEMENT OF THE ADDRESS PARTS OF AN INSTRUCTION. THE EXPRESSION --PLUS-ONE-- IS FREQUENTLY USED TO INDICATE THAT ONE OF THE ADDRESSES SPECIFIES THE LOCATION OF THE NEXT INSTRUCTION TO BE EXECUTED, E.G., ONE-PLUS-ONE, TWO-PLUS-ONE, THREE-PLUS-ONE.
- ADDRESS MODIFICATION**
THE PROCESS OF CHANGING THE ADDRESS PART OF A MACHINE INSTRUCTION BY MEANS OF CODED INSTRUCTIONS.
- * ADDRESS PART**
A PART OF AN INSTRUCTION WORD THAT SPECIFIES THE ADDRESS OF AN OPERAND.
- * ADDRESS REGISTER**
A REGISTER THAT STORES AN ADDRESS.
- ADP**
SEE AUTOMATIC DATA PROCESSING.
- ALGOL**
ALGO RITHMIC L LANGUAGE
A DATA PROCESSING LANGUAGE USED TO EXPRESS PROBLEM-SOLVING FORMULAE FOR MACHINE SOLUTION.
- * ALGORITHM**
A PRESCRIBED SET OF WELL DEFINED RULES OR PROCESSES FOR THE SOLUTION OF A PROBLEM IN A FINITE NUMBER OF STEPS, E.G., A FULL STATEMENT OF AN ARITHMETICAL PROCEDURE FOR EVALUATING $\sin x$ TO A STATED PRECISION.
- * ALGORITHMIC LANGUAGE**
A LANGUAGE DESIGNED FOR EXPRESSING ALGORITHMS.
- ALLOCATE STORAGE**
TO ASSIGN STORAGE LOCATIONS OR AREAS OF STORAGE FOR SPECIFIC ROUTINES, PORTIONS OF ROUTINES, CONSTANTS, WORKING STORAGE, DATA, ETC.
- ALLOCATION**
THE ALLOTMENT, APPORTIONMENT OR PLACEMENT OF DATA, ITEMS, STORAGE, SUBJECTS, ETC.
- * ALPHABET**
AN ORDERED SET OF UNIQUE REPRESENTATIONS, CALLED CHARACTERS. FOR EXAMPLE, THE ALPHABET 0 AND 1, THE 26 LETTERS OF THE ENGLISH ALPHABET, AND THE COMPLETE AMERICAN STANDARD CODED CHARACTER SET.
- ALPHAMERIC**
A GENERIC TERM FOR ALPHABETIC LETTERS, NUMERICAL DIGITS, AND SPECIAL CHARACTERS WHICH ARE MACHINE-PROCESSABLE.
- ALPHANUMERIC**
SEE ALPHAMERIC.
- ALTERATION SWITCH**
A MANUAL SWITCH ON THE COMPUTER CONSOLE OR A PROGRAM-SIMULATED SWITCH WHICH CAN BE SET ON OR OFF TO CONTROL CODED MACHINE INSTRUCTIONS.
- ALTERNATE ROUTING**
ASSIGNMENT OF A SECONDARY COMMUNICATIONS PATH TO A DESTINATION IF THE PRIMARY PATH IS UNAVAILABLE.
- AMPHIBOLOUS**
PERTAINING TO AMBIGUITY, UNCERTAINTY OR DOUBTFULNESS.
- AMPHIBOLY**
A PHRASE CAPABLE OF TWO MEANINGS OR AN AMBIGUOUS PHRASE.
- ANALOG CHANNEL**
A CHANNEL ON WHICH THE INFORMATION TRANSMITTED CAN TAKE ANY VALUE BETWEEN THE DEFINED LIMITS OF THE CHANNEL.
- * ANALOG COMPUTER**
A COMPUTER THAT SOLVES A PROBLEM BY OPERATING ON CONTINUOUS DATA REPRESENTING VARIABLES TO SIMULATE THE BEHAVIOR OF THE VARIABLES AND THEIR INTERRELATIONSHIPS.
- ANALOG DATA**
DATA REPRESENTED IN A CONTINUOUS FORM, AS CONTRASTED WITH DIGITAL DATA REPRESENTED IN A DISCRETE (DISCONTINUOUS) FORM. ANALOG DATA IS USUALLY REPRESENTED BY MEANS OF PHYSICAL VARIABLES SUCH AS VOLTAGE, RESISTANCE, ROTATION, ETC.
- * ANALYSIS**
THE METHODICAL INVESTIGATION OF A PROBLEM, AND THE SEPARATION OF THE PROBLEM INTO SMALLER RELATED UNITS FOR FURTHER DETAILED STUDY.
- * ANALYST**
A PERSON SKILLED IN THE DEFINITION OF PROBLEMS AND THE DEVELOPMENT OF ALGORITHMS FOR THEIR SOLUTION, ESPECIALLY ALGORITHMS WHICH MAY BE IMPLEMENTED ON A COMPUTER.
- ANCILLARY**
SEE AUXILIARY EQUIPMENT.
- * AND**
A LOGICAL OPERATOR HAVING THE PROPERTY THAT IF P IS A STATEMENT, Q IS A STATEMENT, R IS A STATEMENT, ..., THEN THE AND OF P, Q, R, ... IS TRUE IF AND ONLY IF ALL STATEMENTS ARE TRUE, FALSE IF AND ONLY IF ANY STATEMENT IS FALSE. P AND Q IS OFTEN REPRESENTED BY P·Q, PQ, PAQ, PXQ, OR BY P^Q.
- AND-CIRCUIT**
A CIRCUIT IN WHICH THE PHASE OR POLARITY OF THE OUTPUT SIGNAL RESULTS FROM THE AND FUNCTION APPLIED TO THE PHASE OR POLARITY OF THE INPUT SIGNALS.
- * ANNOTATION**
AN ADDED DESCRIPTIVE COMMENT OR EXPLANATORY NOTE.
- AREA SEARCH**
THE EXAMINATION OF A LARGE GROUP OF DOCUMENTS TO SELECT THOSE WHICH PERTAIN TO ONE GROUP, SUCH AS ONE CATEGORY, CLASS, ETC.
- * ARGUMENT**
AN INDEPENDENT VARIABLE, E.G., IN LOOKING UP A QUANTITY IN A TABLE, THE NUMBER, OR ANY OF THE NUMBERS, WHICH IDENTIFIES THE LOCATION OF THE DESIRED VALUE.
- ARITHMETIC OPERATION**
ANY OF THE FUNDAMENTAL OPERATIONS OF ARITHMETIC, E. G., THE BINARY OPERATIONS OF ADDITION, SUBTRACTION, MULTIPLICATION AND DIVISION, AND THE UNARY OPERATIONS OF NEGATION AND ABSOLUTE VALUE.
- * ARITHMETIC SHIFT**
1. A SHIFT THAT DOES NOT AFFECT THE SIGN POSITION.
2. A SHIFT THAT IS EQUIVALENT TO THE MULTIPLICATION OF A NUMBER BY A POSITIVE OR NEGATIVE INTEGRAL POWER OF THE RADIX.
- * ARITHMETIC UNIT**
THE UNIT OF A COMPUTING SYSTEM THAT CONTAINS THE CIRCUITS THAT PERFORM ARITHMETIC OPERATIONS.
- ARRAY**
AN ARRANGEMENT OR PATTERN OF ITEMS.
- * ARTIFICIAL INTELLIGENCE**
THE CAPABILITY OF A DEVICE TO PERFORM FUNCTIONS THAT ARE NORMALLY ASSOCIATED WITH HUMAN INTELLIGENCE, SUCH AS REASONING, LEARNING, SELF-IMPROVEMENT.
- * ARTIFICIAL LANGUAGE**
A LANGUAGE WHOSE USAGE IS BASED ON A SET OF PRESCRIBED RULES THAT ARE ESTABLISHED PRIOR TO THE USAGE.
- ASSEMBLE**
TO PREPARE AN OBJECT LANGUAGE PROGRAM FROM A SYMBOLIC LANGUAGE PROGRAM BY SUBSTITUTING MACHINE OPERATION CODES FOR SYMBOLIC OPERATION CODES AND ABSOLUTE OR RELOCATABLE ADDRESSES FOR SYMBOLIC ADDRESSES.
- * ASSEMBLER**
A PROGRAM THAT ASSEMBLES. SEE ASSEMBLE.
- ASSEMBLY ROUTINE**
A COMPUTER ROUTINE WHICH ASSEMBLES OTHER ROUTINES.
- * ASSOCIATIVE STORAGE**
A STORAGE DEVICE IN WHICH STORAGE LOCATIONS ARE IDENTIFIED BY THEIR CONTENTS. SYNONYMOUS WITH PARALLEL SEARCH STORAGE AND CONTENT-ADDRESSED STORAGE.
- * ASYNCHRONOUS COMPUTER**
A COMPUTER IN WHICH EACH EVENT OR THE PERFORMANCE OF EACH OPERATION STARTS AS A RESULT OF A SIGNAL GENERATED BY THE COMPLETION OF THE PREVIOUS EVENT OR OPERATION, OR BY THE AVAILABILITY OF THE PARTS OF THE COMPUTER REQUIRED FOR THE NEXT EVENT OR OPERATIONS.

ASYNDETTIC

1. OMITTING CONJUNCTIONS OR CONNECTIVES.
2. PERTAINING TO A CATALOG WITHOUT CROSS REFERENCES.

AUGEND

A QUANTITY TO WHICH ANOTHER QUANTITY IS ADDED.

AUGMENTED OPERATION CODE

AN OPERATION CODE WHICH IS FURTHER DEFINED BY INFORMATION FROM ANOTHER PORTION OF AN INSTRUCTION.

AUTO-ABSTRACT

N. THE MATERIAL ABSTRACTED FROM A DOCUMENT BY MACHINE METHODS.
V. TO SELECT KEYWORDS FROM A DOCUMENT BY MACHINE METHODS.

AUTO-INDEX

TO PREPARE AN INDEX BY A MACHINE METHOD.

AUTOCHART

A TYPE OF DOCUMENTOR USED FOR THE AUTOMATIC PRODUCTION AND MAINTENANCE OF CHARTS, PRINCIPALLY FLOWCHARTS.

AUTOMATA

PLURAL OF AUTOMATON.

* AUTOMATIC CARRIAGE

A CONTROL MECHANISM FOR A TYPEWRITER OR OTHER LISTING DEVICE WHICH CAN AUTOMATICALLY CONTROL THE FEEDING, SPACING, SKIPPING, AND EJECTING OF PAPER OR PREPRINTED FORMS.

* AUTOMATIC CHECK

A CHECK PERFORMED BY EQUIPMENT BUILT INTO THE EQUIPMENT SPECIFICALLY FOR CHECKING PURPOSES. SYNONYMOUS WITH BUILT-IN CHECK. CONTRASTED WITH PROGRAMMED CHECK.

* AUTOMATIC CODING

THE MACHINE-ASSISTED PREPARATION OF MACHINE-LANGUAGE ROUTINES.

* AUTOMATIC COMPUTER

A COMPUTER THAT CAN PERFORM A SEQUENCE OF OPERATIONS WITHOUT INTERVENTION BY A HUMAN OPERATOR.

* AUTOMATIC DATA PROCESSING

DATA PROCESSING LARGELY PERFORMED BY AUTOMATIC MEANS.

AUTOMATIC MESSAGE-SWITCHING CENTER

A CENTER IN WHICH MESSAGES ARE AUTOMATICALLY ROUTED ACCORDING TO INFORMATION IN THEM.

* AUTOMATIC PROGRAMMING

PROGRAMMING THAT USES A COMPUTER TO PERFORM SOME STAGES OF THE WORK INVOLVED IN PREPARING A PROGRAM.

* AUTOMATION

1. THE IMPLEMENTATION OF PROCESSES BY AUTOMATIC MEANS.
2. THE THEORY, ART OR TECHNIQUE OF MAKING A PROCESS MORE AUTOMATIC.
3. THE INVESTIGATION, DESIGN, DEVELOPMENT AND APPLICATION OF METHODS OF RENDERING PROCESSES AUTOMATIC, SELF-MOVING OR SELF-CONTROLLING.

AUTOMATON

A MACHINE DESIGNED TO SIMULATE THE OPERATIONS OF LIVING THINGS.

AUTOMONITOR

SEE MONITOR.

AUXILIARY EQUIPMENT

EQUIPMENT NOT UNDER DIRECT CONTROL OF THE CENTRAL PROCESSING UNIT.

* AUXILIARY OPERATION

AN OPERATION PERFORMED BY EQUIPMENT NOT UNDER CONTINUOUS CONTROL OF THE CENTRAL PROCESS UNIT.

* AUXILIARY STORAGE

A SUPPLEMENTARY STORAGE.

AVAILABLE MACHINE TIME

THE ELAPSED TIME WHEN A COMPUTER IS IN OPERATING CONDITION, WHETHER OR NOT IT IS IN USE.

AZIMUTH

THE ANGULAR MEASUREMENT IN A HORIZONTAL PLANE AND IN A CLOCKWISE DIRECTION.

* B BOX

SAME AS INDEX REGISTER.

B-REGISTER

SEE INDEX REGISTER.

BACKSPACE

TO MOVE ONE UNIT IN THE REVERSE OR BACKWARD DIRECTION AS OPPOSED TO MOVING ONE UNIT IN THE FORWARD DIRECTION, E.G., TO MOVE BACK ONE RECORD OR FILE ON AN I/O DEVICE.

BAND

1. A CYLINDRICAL RECORDING AREA ON A MAGNETIC DRUM.
2. RANGE OF FREQUENCY BETWEEN TWO DEFINED LIMITS.

BANDWIDTH

THE DIFFERENCE, EXPRESSED IN THE NUMBER OF CYCLES PER SECOND, BETWEEN THE TWO LIMITING FREQUENCIES OF A BAND.

* BASE

SAME AS RADIX.

BASIC CODING

SEE ABSOLUTE CODING.

BASIC LINKAGE

A LINKAGE WHICH IS USED REPEATEDLY IN ONE ROUTINE, PROGRAM OR SYSTEM AND WHICH FOLLOWS THE SAME SET OF RULES EACH TIME. SEE LINKAGE.

BATCH PROCESSING

A SYSTEMS APPROACH TO PROCESSING WHERE A NUMBER OF SIMILAR INPUT ITEMS ARE GROUPED FOR PROCESSING DURING THE SAME MACHINE RUN.

BATTEN SYSTEM

A METHOD FOR COORDINATING SINGLE WORDS TO IDENTIFY A DOCUMENT, AND DEVELOPED BY W.E. BATTEN. SOMETIMES REFERRED TO AS THE PEEK-A-BOO SYSTEM, Q.V.

BAUD

A UNIT OF MODULATION RATE FOR SIGNALING.

BAUDOT CODE

A CODE FOR TRANSMISSION OF DATA ALONG 5-CHANNEL LINES.

BENCHMARK

A POINT OF REFERENCE FROM WHICH MEASUREMENTS CAN BE MADE.

* BENCHMARK PROBLEM

A PROBLEM USED TO EVALUATE THE PERFORMANCE OF COMPUTERS RELATIVE TO EACH OTHER.

* BIAS

THE DEPARTURE FROM A REFERENCE VALUE OF THE AVERAGE OF A SET OF VALUES.

BIBLIOGRAPHY

1. A LIST OF DOCUMENTS PERTAINING TO A GIVEN SUBJECT OR AUTHOR.
2. AN ANNOTATED CATALOG OF DOCUMENTS.

* BIDIRECTIONAL FLOW

FLOW THAT CAN EXTEND OVER THE SAME FLOWLINES IN EITHER DIRECTION.

* BINARY

1. PERTAINING TO A CHARACTERISTIC OR PROPERTY INVOLVING A SELECTION, CHOICE OR CONDITION IN WHICH THERE ARE TWO POSSIBILITIES.
2. PERTAINING TO THE NUMBER REPRESENTATION SYSTEM WITH A BASE OF TWO.

* BINARY CELL

A STORAGE CELL OF ONE BINARY DIGIT CAPACITY, E.G., A SINGLE-BIT REGISTER.

* BINARY CODE

A CODE THAT MAKES USE OF EXACTLY TWO DISTINCT CHARACTERS, USUALLY 0 AND 1.

BINARY CODED CHARACTER

ONE ELEMENT OF A NOTATION SYSTEM FOR REPRESENTING ALPHAMERIC CHARACTERS SUCH AS DECIMAL DIGITS, ALPHABETIC LETTERS, PUNCTUATION MARKS, ETC., BY A FIXED NUMBER OF CONSECUTIVE BINARY DIGITS.

* BINARY CODED DECIMAL

PERTAINING TO A DECIMAL NOTATION IN WHICH THE INDIVIDUAL DECIMAL DIGITS ARE EACH REPRESENTED BY A BINARY CODE GROUP, E.G., IN THE 8-4-2-1 CODED DECIMAL NOTATION, THE NUMBER TWENTY-THREE IS REPRESENTED AS 0010 0011, IN BINARY NOTATION, TWENTY-THREE IS REPRESENTED AS 10111.

* BINARY DIGIT

A CHARACTER USED TO REPRESENT ONE OF THE INTEGERS SMALLER THAN THE RADIX 2.

BINARY NUMBER SYSTEM

A NUMBER SYSTEM USING THE EQUIVALENT OF THE DECIMAL INTEGER 2 AS A BASE.

BINARY POINT

THAT POINT IN A BINARY NUMBER WHICH SEPARATES THE INTEGRAL FROM THE FRACTIONAL PART. IT IS ANALOGOUS TO THE DECIMAL POINT FOR A DECIMAL NUMBER.

BINARY SEARCH

A SEARCH IN WHICH A SET OF ITEMS IS DIVIDED INTO TWO PARTS, WHERE ONE PART IS REJECTED, AND THE PROCESS IS REPEATED ON THE ACCEPTED PART UNTIL THE ITEM WITH THE DESIRED PROPERTY IS FOUND. SYNONYMOUS WITH DICHOTOMIZING SEARCH.

BINARY TO DECIMAL CONVERSION

CONVERSION OF A BINARY NUMBER TO THE EQUIVALENT DECIMAL NUMBER, I.E., A BASE TWO NUMBER TO A BASE TEN NUMBER.

* BIONICS

THE FUNCTIONS, CHARACTERISTICS AND PHENOMENA OF LIVING SYSTEMS AND THE RELATING OF THESE TO THE DEVELOPMENT OF HARDWARE SYSTEMS.

* BIQUINARY

PERTAINING TO THE NUMBER REPRESENTATION SYSTEM IN WHICH EACH DECIMAL DIGIT N IS REPRESENTED BY THE DIGIT PAIR AB, WHERE $N = 5A + B$, AND WHERE $A = 0$ OR 1 AND $B = 0, 1, 2, 3$, OR 4 , E.G., DECIMAL 7 IS REPRESENTED BY BIQUINARY 12. THIS SYSTEM IS SOMETIMES CALLED A MIXED RADIX SYSTEM HAVING THE RADICES 2 AND 5.

BIQUINARY CODE

A CODE IN BIQUINARY REPRESENTATION.

* BISTABLE

PERTAINING TO DEVICES CAPABLE OF ASSUMING EITHER ONE OF TWO STABLE STATES.

* BIT

A BINARY DIGIT.

BIT COMBINATION

SEE BIT PATTERN.

BIT DENSITY

A MEASURE OF THE NUMBER OF BITS RECORDED PER UNIT OF LENGTH OR AREA.

BIT PATTERN

A COMBINATION OF N- BINARY DIGITS TO REPRESENT - 2 TO THE N- POSSIBLE CHOICES, E.G., A 3-BIT PATTERN REPRESENTS 8 POSSIBLE COMBINATIONS.

BIT RATE

THE SPEED AT WHICH BITS ARE TRANSMITTED.

BLACK BOX

A GENERIC TERM USED TO DESCRIBE AN UNSPECIFIED DEVICE WHICH PERFORMS A SPECIAL FUNCTION OR IN WHICH KNOWN INPUTS PRODUCE KNOWN OUTPUTS IN A FIXED RELATIONSHIP.

BLANK

ONE OF THE CHARACTERS IN A CHARACTER SET.

BLANK CHARACTER

ANY CHARACTER OR CHARACTERS USED TO PRODUCE A CHARACTER SPACE ON AN OUTPUT MEDIUM.

BLANK COIL

TAPE (FOR PERFORATION) WITH ONLY THE FEED HOLES PUNCHED.

* BLOCK

A SET OF ASSOCIATED WORDS OR CHARACTERS HANDLED AS A UNIT.

* BLOCK DIAGRAM

A DIAGRAM OF A SYSTEM, INSTRUMENT, COMPUTER OR PROGRAM IN WHICH SELECTED PORTIONS ARE REPRESENTED BY ANNOTATED BOXES AND INTERCONNECTING LINES.

BLOCK LENGTH

THE TOTAL NUMBER OF RECORDS, WORDS, OR CHARACTERS CONTAINED IN ONE BLOCK.

BLOCK SORT

SORTING BY SEPARATION OF THE ENTIRE FILE ON THE HIGHEST ORDER PORTION OF THE KEY, USUALLY IMPLYING SEPARATE ORDERING OF THESE SEGMENTS AND THEN ADJOINING THE ENTIRE FILE.

BLOCKING

COMBINING TWO OR MORE RECORDS INTO ONE BLOCK.

BOOLEAN ALGEBRA

AN ALGEBRA NAMED FOR GEORGE BOOLE. THIS ALGEBRA IS SIMILAR IN FORM TO ORDINARY ALGEBRA BUT WITH CLASSES, PROPOSITIONS, ON-OFF CIRCUIT ELEMENTS, ETC., FOR VARIABLES RATHER THAN DATA VALUES. IT INCLUDES THE OPERATORS AND, OR, NOT, EXCEPT, IF, THEN.

* BOOTSTRAP

A TECHNIQUE OR DEVICE DESIGNED TO BRING ITSELF INTO A DESIRED STATE BY MEANS OF ITS OWN ACTION. FOR EXAMPLE, A MACHINE ROUTINE WHOSE FIRST FEW INSTRUCTIONS ARE SUFFICIENT TO BRING THE REST OF ITSELF INTO THE COMPUTER FROM AN INPUT DEVICE.

BORDER-PUNCHED CARD

SAME AS MARGIN-PUNCHED CARD, Q.V.

BORE

INSIDE DIAMETER OF THE HUB ON A TAPE REEL.

BRANCH

1. TO DEPART FROM THE NORMAL SEQUENCE OF EXECUTING INSTRUCTIONS IN A COMPUTER. SYNONYMOUS WITH 'JUMP.'
2. A MACHINE INSTRUCTION THAT CAN CAUSE A DEPARTURE AS IN (1). SYNONYMOUS WITH 'TRANSFER.'
3. A SEQUENCE OF INSTRUCTIONS THAT ARE EXECUTED AS A RESULT OF A DECISION INSTRUCTION.

BRANCHPOINT

THE LOCATION OF A BRANCH INSTRUCTION.

* BREAKPOINT

A POINT IN A PROGRAM AS SPECIFIED BY AN INSTRUCTION, INSTRUCTION DIGIT, OR OTHER CONDITION, WHERE THE PROGRAM MAY BE INTERRUPTED BY EXTERNAL INTERVENTION OR BY A MONITOR ROUTINE.

BROWSE

TO EXAMINE WITHOUT A SPECIFIC PURPOSE. CF. SCAN.

BRUSH STATION

A LOCATION IN A DEVICE WHERE THE HOLES IN A PUNCHED CARD ARE SENSED BY BRUSHES SWEEPING ELECTRICAL CONTACTS.

BRUSSELS CLASSIFICATION

SEE UNIVERSAL DECIMAL CLASSIFICATION.

BUCKET

A GENERAL TERM FOR A SPECIFIC REFERENCE IN STORAGE, E.G., A SECTION OF STORAGE, THE LOCATION OF A WORD, A STORAGE CELL, ETC.

* BUFFER

1. A STORAGE DEVICE USED TO COMPENSATE FOR A DIFFERENCE IN RATE OF FLOW OF DATA, OR TIME OF OCCURRENCE OF EVENTS WHEN TRANSMITTING DATA FROM ONE DEVICE TO ANOTHER.
2. AN INSULATING CIRCUIT USED TO AVOID REACTION OF A DRIVEN CIRCUIT ON ANY DRIVING CIRCUIT.

BUFFER STORAGE

ANY DEVICE WHICH TEMPORARILY STORES INFORMATION DURING A TRANSFER OF INFORMATION.

* BUILT-IN CHECK

SYNONYMOUS WITH AUTOMATIC CHECK.

* BUS

ONE OR MORE CONDUCTORS USED FOR TRANSMITTING SIGNALS OR POWER FROM ONE OR MORE SOURCES TO ONE OR MORE DESTINATIONS.

* BUSINESS DATA PROCESSING

DATA PROCESSING FOR BUSINESS PURPOSES, E.G., RECORDING AND SUMMARIZING THE FINANCIAL TRANSACTIONS OF A BUSINESS.

* BYTE

A SEQUENCE OF ADJACENT BINARY DIGITS OPERATED UPON AS A UNIT AND USUALLY SHORTER THAN A WORD.

CABLE

ASSEMBLY OF ONE OR MORE CONDUCTORS WITHIN AN ENVELOPING PROTECTIVE SHEATH SO CONSTRUCTED AS TO PERMIT THE USE OF CONDUCTORS SEPARATELY OR IN GROUPS.

* CALCULATOR

1. A DEVICE CAPABLE OF PERFORMING ARITHMETIC.
2. A CALCULATOR AS IN 1. WHICH REQUIRES FREQUENT MANUAL INTERVENTION.
3. GENERALLY AND HISTORICALLY, A DEVICE FOR CARRYING OUT LOGICAL AND ARITHMETICAL DIGITAL OPERATIONS OF ANY KIND.

* CALL

TO TRANSFER CONTROL TO A SPECIFIED CLOSED SUBROUTINE.

CALL NUMBER

THE IDENTIFICATION USED FOR A CLOSED ROUTINE.

SEE CALLING SEQUENCE.

* CALLING SEQUENCE

A SPECIFIED ARRANGEMENT OF INSTRUCTIONS AND DATA NECESSARY TO SET UP AND CALL A GIVEN SUBROUTINE.

CARD

1. A MACHINE-PROCESSABLE INFORMATION STORAGE MEDIUM OF SPECIAL-QUALITY PAPER STOCK, GENERALLY 7 3/8 X 3 1/4 INCHES.
2. AN INTERNAL PLUGGABLE UNIT FOR PRINTED-CIRCUITS WIRING AND COMPONENTS.

CARD CODE

THE COMBINATIONS OF PUNCHED HOLES WHICH REPRESENT CHARACTERS (LETTERS, DIGITS, ETC.) IN A PUNCHED CARD.

CARD COLUMN

ONE OF THE VERTICAL LINES OF PUNCHING POSITIONS ON A PUNCHED CARD.

CARD FACE

THE PRINTED SIDE OF A PUNCHED CARD. IF BOTH SIDES ARE PRINTED, THE SIDE OF MAJOR IMPORTANCE IS THE FACE.

CARD FEED

A MECHANISM WHICH MOVES CARDS INTO A MACHINE ONE AT A TIME.

CARD FIELD

A FIXED NUMBER OF CONSECUTIVE CARD COLUMNS ASSIGNED TO DATA OF A SPECIFIC NATURE, E.G., CARD COLUMNS 15-20 CAN BE ASSIGNED TO IDENTIFICATION.

CARD HOPPER

A MECHANISM WHICH HOLDS CARDS PREPARATORY TO FEEDING.

CARD IMAGE

A ONE-TO-ONE REPRESENTATION OF THE CONTENTS OF A PUNCHED CARD, E.G., A MATRIX IN WHICH A 1 REPRESENTS A PUNCH AND A 0 REPRESENTS THE ABSENCE OF A PUNCH.

CARD PUNCH

A DEVICE TO RECORD INFORMATION IN CARDS BY PUNCHING HOLES IN THE CARDS TO REPRESENT LETTERS, DIGITS, AND SPECIAL CHARACTERS.

CARD READER

A DEVICE WHICH SENSES AND TRANSLATES INTO INTERNAL FORM THE HOLES IN PUNCHED CARDS.

CARD ROW

ONE OF THE HORIZONTAL LINES OF PUNCHING POSITIONS ON A PUNCHED CARD.

CARD STACKER

A MECHANISM WHICH STACKS CARDS IN A POCKET AFTER THEY PASS THROUGH A MACHINE.

CARD-TO-TAPE

PERTAINING TO EQUIPMENT WHICH TRANSFERS INFORMATION DIRECTLY FROM PUNCHED CARDS TO PUNCHED OR MAGNETIC TAPE.

CARET

A SYMBOL (AN INVERTED V) USED TO INDICATE THE LOCATION OF AN INSERTION.

CARRIAGE RETURN

THE OPERATION THAT CAUSES PRINTING TO BE RETURNED TO THE LEFT MARGIN WITH OR WITHOUT LINE ADVANCE.

CARRIER SYSTEM

A MEANS OF OBTAINING A NUMBER OF CHANNELS OVER A SINGLE PATH BY MODULATING EACH CHANNEL UPON A DIFFERENT CARRIER FREQUENCY AND DEMODULATING AT THE RECEIVING POINT TO RESTORE THE SIGNALS TO THEIR ORIGINAL FORM.

* CARRY

1. A CHARACTER OR CHARACTERS, PRODUCED IN CONNECTION WITH AN ARITHMETIC OPERATION ON ONE DIGIT PLACE OF TWO OR MORE NUMBER REPRESENTATIONS IN POSITIONAL NOTATION, AND FORWARDED TO ANOTHER PLACE FOR PROCESSING THERE.
2. THE NUMBER REPRESENTED BY THE CHARACTER OR CHARACTERS IN 1.
3. MOST COMMONLY, A CHARACTER AS DEFINED IN 1., THAT ARISES IN ADDING WHEN THE SUM OF TWO OR MORE DIGITS EQUALS OR EXCEEDS THE RADIX OF THE NUMBER REPRESENTATION SYSTEM.
4. LESS COMMONLY, A BORROW.
5. TO FORWARD A CARRY.
6. THE COMMAND DIRECTING THAT A CARRY BE FORWARDED.

* CASCADED CARRY

IN PARALLEL ADDITION, A CARRY PROCESS IN WHICH THE ADDITION OF TWO NUMERALS RESULTS IN A SUM NUMERAL AND A CARRY NUMERAL WHICH ARE IN TURN ADDED TOGETHER, THIS PROCESS BEING REPEATED UNTIL NO NEW CARRIES ARE GENERATED. CONTRAST WITH CARRY, HIGH-SPEED.

CATALOG

- N. A LIST OF ITEMS WITH DESCRIPTIVE DATA, USUALLY ARRANGED SO THAT A SPECIFIC KIND OF INFORMATION CAN BE LOCATED READILY.
- V. TO ASSIGN A REPRESENTATIVE LABEL FOR A DOCUMENT ACCORDING TO A DEFINITE SET OF RULES.

CATEGORY

1. A NATURAL CLASSIFICATION.
2. A LOGICAL GROUPING OF ASSOCIATED DOCUMENTS.

CATENA

A CHAIN, A SERIES, ESPECIALLY A CONNECTED SERIES.

CATENATE

SEE CONCATENATE.

CATENATION

SEE CONCATENATION.

CATHODE RAY TUBE

A VACUUM TUBE USED AS A STORAGE OR A VISUAL DISPLAY DEVICE.

CELL

A LOCATION.

CENTRAL OFFICE EXCHANGE

THE PLACE WHERE A COMMUNICATION COMMON CARRIER LOCATES THE EQUIPMENT WHICH INTERCONNECTS SUBSCRIBERS AND CIRCUITS.

* CENTRAL PROCESSING UNIT

THE UNIT OF A COMPUTING SYSTEM THAT CONTAINS THE CIRCUITS THAT CONTROL AND PERFORM THE EXECUTION OF INSTRUCTIONS.

CHAD

THAT PIECE OF MATERIAL REMOVED IN PUNCHING A HOLE IN PERFORATED TAPE.

CHADDED TAPE

PERFORATED TAPE WITH THE CHAD COMPLETELY REMOVED.

CHADLESS TAPE

PERFORATED TAPE WITH THE CHAD PARTIALLY REMOVED.

CHAIN

A SERIES OF ITEMS LINKED TOGETHER.

* CHAIN CODE

AN ARRANGEMENT IN A CYCLIC SEQUENCE OF SOME OR ALL OF THE POSSIBLE DIFFERENT N-BIT WORDS, IN WHICH ADJACENT WORDS ARE LINKED BY THE RELATIONSHIP THAT EACH WORD IS DERIVED FROM ITS NEIGHBOR BY DISPLACING THE BITS ONE DIGIT POSITION TO THE LEFT OR RIGHT, DROPPING THE LEADING BIT AND INSERTING A BIT AT THE END. THE VALUE OF THE INSERTED BIT NEEDS ONLY TO MEET THE REQUIREMENT THAT A WORD MUST NOT RECUR BEFORE THE CYCLE IS COMPLETE, E.G., 000 001 010 101 011 111 110 100 000 ...

CHAIN PRINTER

A HIGH SPEED PRINTER IN WHICH THE TYPE SLUGS ARE CARRIED BY THE LINKS OF A REVOLVING CHAIN.

CHAINING

A SYSTEM OF STORING RECORDS IN WHICH EACH RECORD BELONGS TO A LIST OR GROUP OF RECORDS AND HAS A LINKING FIELD FOR TRACING THE CHAIN.

CHANNEL

1. A PATH ALONG WHICH SIGNALS CAN BE SENT, E.G., DATA CHANNEL, OUTPUT CHANNEL.
2. THE PORTION OF A STORAGE MEDIUM THAT IS ACCESSIBLE TO A GIVEN READING STATION, E.G., TRACK, BAND.
3. A UNIT WHICH CONTROLS THE OPERATION OF ONE OR MORE I/O UNITS.

CHARACTER

ONE OF A SET OF ELEMENTARY SIGNALS WHICH MAY INCLUDE DECIMAL DIGITS 0 THROUGH 9, THE LETTERS A THROUGH Z, PUNCTUATION MARKS AND ANY OTHER SYMBOLS ACCEPTABLE TO A COMPUTER FOR READING, WRITING OR STORING.

CHARACTER DENSITY

A MEASURE OF THE NUMBER OF CHARACTERS RECORDED PER UNIT OF LENGTH OR AREA.

CHARACTER EMITTER

AN ELECTROMECHANICAL DEVICE WHICH EMITS A TIMED PULSE OR GROUP OF PULSES IN SOME CODE.

CHARACTER PRINTER

A PRINTER IN WHICH ONLY A SINGLE CHARACTER IS COMPOSED AND DETERMINED WITHIN THE DEVICE PRIOR TO PRINTING.

CHARACTER READER

AN INPUT DEVICE WHICH READS PRINTED CHARACTERS DIRECTLY FROM A DOCUMENT.

CHARACTER RECOGNITION
THE ACT OF READING, IDENTIFYING AND ENCODING A PRINTED CHARACTER BY OPTICAL OR OTHER MEANS.

CHARACTER SET
A LIST OF CHARACTERS ACCEPTABLE FOR CODING TO A SPECIFIC COMPUTER OR INPUT/OUTPUT DEVICE.

CHARACTERISTIC
1. THE INTEGRAL PART OF A COMMON LOGARITHM. E.G., IN THE LOGARITHM 2.5, THE CHARACTERISTIC IS 2, THE MANTISSA IS 5.
2. SOMETIMES, THAT PORTION OF A FLOATING POINT NUMBER INDICATING THE EXPONENT.
3. A DISTINCTIVE PROPERTY OF AN INDIVIDUAL, DOCUMENT, ITEM, ETC.

CHECK
TO EXAMINE OR TEST FOR ACCURACY OR FOR PRECISION.

CHECK BIT
SEE PARITY BIT.

* CHECK CHARACTER
A CHARACTER USED FOR THE PURPOSE OF PERFORMING A CHECK.

* CHECK DIGIT
A DIGIT USED FOR THE PURPOSE OF PERFORMING A CHECK.

CHECKOUT
THE APPLICATION OF DIAGNOSTIC OR TESTING PROCEDURES TO A ROUTINE OR TO EQUIPMENT.

CHECKPOINT
A POINT IN A ROUTINE AT WHICH SUFFICIENT INFORMATION CAN BE STORED TO PERMIT RESTARTING THE COMPUTATION FROM THAT POINT.

CHECKPOINT ROUTINE
A ROUTINE WHICH STORES INFORMATION FOR A CHECKPOINT.

CHECKSUM
A SUMMATION OF DIGITS OR BITS USED PRIMARILY FOR CHECKING PURPOSES AND SUMMED ACCORDING TO AN ARBITRARY SET OF RULES.

CHIP
THAT PIECE OF CARD REMOVED IN PUNCHING A HOLE.

CIRCUIT
A CONDUCTING CONNECTION BETWEEN TWO POINTS.

CIRCUIT SWITCHING
A TECHNIQUE IN WHICH CONNECTION IS MADE PRIOR TO THE START OF A COMMUNICATION.

* CIRCULATING REGISTER
A SHIFT REGISTER IN WHICH DATA MOVED OUT OF ONE END ARE REENTERED INTO THE OTHER END AS IN A CLOSED LOOP.

CITATION
A REFERENCE.

CITATION INDEX
A LIST OF REFERENCES MENTIONED IN A PARTICULAR DOCUMENT OR SET OF DOCUMENTS.

CLAMP-ON
A METHOD OF HOLDING A CALL FOR A LINE THAT IS IN USE AND OF SIGNALING WHEN IT BECOMES FREE.

CLASS
1. A SET OF INDIVIDUALS, DOCUMENTS, DATA, ETC., WITH SIMILAR CHARACTERISTICS.
2. A SUBDIVISION OF A CATEGORY.

CLASSIFY
TO ARRANGE INTO CLASSES OF INFORMATION ACCORDING TO A SYSTEM OR METHOD.

* CLEAR
TO PUT A STORAGE OR MEMORY DEVICE INTO A PRESCRIBED STATE, USUALLY THAT DENOTING ZERO OR BLANK.

* CLOCK
1. A DEVICE THAT GENERATES PERIODIC SIGNALS USED FOR SYNCHRONIZATION.
2. A DEVICE THAT MEASURES AND INDICATES TIME.

CLOSED ARRAY
AN ARRAY WHICH CANNOT BE EXTENDED AT EITHER END.

CLOSED LOOP
A GROUP OF INSTRUCTIONS WHICH ARE REPEATED INDEFINITELY.

CLOSED ROUTINE
A ROUTINE WHICH IS NOT INSERTED AS A BLOCK OF INSTRUCTIONS WITHIN A MAIN ROUTINE BUT IS ENTERED BY BASIC LINKAGE FROM THE MAIN ROUTINE.

CLOSED SHOP
A COMPUTING INSTALLATION AT WHICH ALL COMPUTER PROGRAMMING, CODING AND OPERATING FUNCTIONS ARE PERFORMED BY MEMBERS OF A REGULAR COMPUTING GROUP.

CLOSED SUBROUTINE
A SUBROUTINE THAT CAN BE STORED AT ONE PLACE AND CAN BE CONNECTED TO THE MAIN ROUTINE BY LINKAGES. CF. OPEN SUBROUTINE.

COAXIAL CABLE
A CABLE WITH AT LEAST ONE TRANSMISSION LINE CONSISTING OF TWO CONDUCTORS CONCENTRIC WITH AND INSULATED FROM EACH OTHER.

COBOL
COMMON BUSINESS-ORIENTED LANGUAGE
1. A DATA PROCESSING LANGUAGE THAT MAKES USE OF ENGLISH-LANGUAGE STATEMENTS.
2. PERTAINING TO A COMPUTER PROGRAM WHICH TRANSLATES A COBOL LANGUAGE PROGRAM INTO A MACHINE LANGUAGE PROGRAM.

CODE
1. THE ASSIGNMENT OF MEANING TO A CHARACTER OR GROUP OF CHARACTERS, E.G., AN ALPHABET.
2. A LABEL TO IDENTIFY A ROUTINE, LOCATION, OPERATOR, OPERAND, NAME, ETC.
3. A MACHINE LANGUAGE PROGRAM.

CODE HOLES
THE INFORMATIONAL HOLES IN PERFORATED TAPE, AS OPPOSED TO THE FEED OR OTHER HOLES.

CODED DECIMAL
A TYPE OF NOTATION IN WHICH EACH DECIMAL DIGIT IS IDENTIFIED BY A GROUP OF BINARY ONES AND ZEROS.

COIL
1. A ROLL OF TAPE.
2. A WIRE WINDING.

* COLLATE
TO COMPARE AND MERGE TWO OR MORE SIMILARLY ORDERED SETS OF ITEMS INTO ONE ORDERED SET.

* COLLATING SEQUENCE
AN ORDERING ASSIGNED TO A SET OF ITEMS, SUCH THAT ANY TWO SETS IN THAT ASSIGNED ORDER CAN BE COLLATED.

* COLLATOR
A DEVICE TO COLLATE OR MERGE SETS OF CARDS INTO A SEQUENCE.

COLON
1. A DELIMITER INDICATING A PAUSE, BREAK OR STOP.
2. THE SYMBOL USED TO SEPARATE ITEMS IN THE COLON CLASSIFICATION SYSTEM.

COLON CLASSIFICATION
A FACETED CLASSIFICATION SYSTEM DEVELOPED BY S. R. RANGANATHAN.

* COLUMN
1. A VERTICAL ARRANGEMENT OF CHARACTERS OR OTHER EXPRESSIONS.
2. LOOSELY, A DIGIT PLACE.

* COLUMN BINARY
PERTAINING TO THE BINARY REPRESENTATION OF DATA ON PUNCHED CARDS IN WHICH ADJACENT POSITIONS IN A COLUMN CORRESPOND TO ADJACENT BITS OF DATA, E.G., EACH COLUMN IN A 12 ROW CARD MAY BE USED TO REPRESENT 12 CONSECUTIVE BITS OF A 36 BIT WORD.

COLUMN SPLIT
A DEVICE FOR DISTINGUISHING THE PULSES CORRESPONDING TO AN 11 OR 12 PUNCH FROM THOSE CORRESPONDING TO NUMERIC PUNCHES IN A CARD COLUMN AND MAKING THEM SEPARATELY AVAILABLE WHILE READING OR PUNCHING A CARD.

* COMBINATIONAL LOGIC ELEMENT
1. A DEVICE HAVING AT LEAST ONE OUTPUT CHANNEL AND TWO OR MORE INPUT CHANNELS, ALL CHARACTERIZED BY DISCRETE STATES, SUCH THAT THE STATE OF EACH OUTPUT CHANNEL IS COMPLETELY DETERMINED BY THE CONTEMPORANEOUS STATES OF THE INPUT CHANNELS.
2. A LOGIC ELEMENT USED IN COMBINATIONAL LOGIC.

COMMAND
AN INSTRUCTION IN MACHINE LANGUAGE.

COMMON CARRIER
IN COMMUNICATIONS, A COMPANY RECOGNIZED BY AN APPROPRIATE REGULATORY AGENCY AS HAVING A VESTED INTEREST IN FURNISHING COMMUNICATIONS SERVICES UTILIZING EITHER COMMON CARRIER TERMINALS WITH A DEFINED ENCODING OR SUBSCRIBER SUPPLIED TERMINALS WITH ANY ENCODING.

COMMON LANGUAGE
A LANGUAGE IN MACHINE-SENSIBLE FORM WHICH IS COMMON TO A GROUP OF COMPUTERS AND ASSOCIATED EQUIPMENT.

COMMUNICATION
THE PROCESS OF TRANSFERRING INFORMATION FROM ONE POINT, PERSON OR EQUIPMENT TO ANOTHER.

* COMMUNICATION LINK
THE PHYSICAL MEANS OF CONNECTING ONE LOCATION TO ANOTHER FOR THE PURPOSE OF TRANSMITTING INFORMATION.

COMPARATOR
A DEVICE FOR MAKING A COMPARISON.

COMPARING UNIT
AN ELECTROMECHANICAL DEVICE WHICH COMPARES TWO GROUPS OF TIMED PULSES AND SIGNALS EITHER IDENTITY OR NONIDENTITY.

COMPARISON
THE EXAMINATION OF THE RELATIONSHIP BETWEEN TWO SIMILAR ITEMS OF DATA. USUALLY FOLLOWED BY A DECISION.

COMPENDIUM
AN ABBREVIATED SUMMARY OF THE ESSENTIALS OF A SUBJECT.

COMPILE
TO PREPARE AN OBJECT LANGUAGE PROGRAM FROM A PROGRAM WRITTEN IN ANOTHER PROGRAMMING LANGUAGE BY PERFORMING THE USUAL FUNCTIONS OF AN ASSEMBLER AND ALSO MAKING USE OF THE OVERALL LOGICAL STRUCTURE OF THE PROGRAM OR GENERATING MORE THAN ONE MACHINE INSTRUCTION FOR EACH SYMBOLIC STATEMENT OR ROTH.

* COMPILER
A PROGRAM THAT COMPILES. SEE COMPILE.

COMPLEMENT
A QUANTITY DERIVED FROM A GIVEN QUANTITY AND EXPRESSED TO THE SAME BASE. USUALLY A COMPLEMENT REPRESENTS THE NEGATIVE OF THE GIVEN QUANTITY.

COMPONENT
A BASIC PART. AN ELEMENT.

COMPUTE-LIMITED
REFER TO LIMITED.

* COMPUTER
1. A DEVICE CAPABLE OF SOLVING PROBLEMS BY ACCEPTING DATA, PERFORMING PRESCRIBED OPERATIONS ON THE DATA, AND SUPPLYING THE RESULTS OF THESE OPERATIONS. VARIOUS TYPES OF COMPUTERS ARE CALCULATORS, DIGITAL COMPUTERS, AND ANALOG COMPUTERS.
2. IN INFORMATION PROCESSING, USUALLY, AN AUTOMATIC STORED PROGRAM COMPUTER.

* COMPUTER INSTRUCTION
SAME AS MACHINE INSTRUCTION.

* COMPUTER PROGRAM
A PLAN OR ROUTINE FOR SOLVING A PROBLEM ON A COMPUTER. CONTRASTED WITH SUCH TERMS AS FISCAL PROGRAM, MILITARY PROGRAM, AND DEVELOPMENT PROGRAM.

COMPUTING
A GENERIC TERM FOR ALL MATHEMATICAL AND LOGICAL OPERATIONS CARRIED OUT ACCORDING TO PRECISE RULES OF PROCEDURE.

CONCATENATE
TO UNITE IN A SERIES. TO LINK TOGETHER. TO CHAIN.

CONCATENATION
THE PROCESS OF LINKING OR JOINING SETS OR SERIES.

CONCORDANCE
AN ALPHABETIC LIST OF WORDS AND PHRASES APPEARING IN A DOCUMENT, WITH AN INDICATION OF THE PLACE THOSE WORDS AND PHRASES APPEAR.

CONDITIONAL TRANSFER
A TRANSFER WHICH OCCURS ONLY WHEN A CERTAIN CONDITION EXISTS AT THE TIME THE TRANSFER INSTRUCTION IS EXECUTED.

* CONNECTOR
IN A FLOWCHART, THE MEANS OF REPRESENTING THE CONVERGENCE OF MORE THAN ONE FLOWLINE INTO ONE, OR THE DIVERGENCE OF ONE FLOWLINE INTO MORE THAN ONE. IT MAY ALSO REPRESENT A BREAK IN A SINGLE FLOWLINE FOR CONTINUATION IN ANOTHER AREA.

* CONSOLE
THAT PART OF A COMPUTER WHICH IS USED FOR COMMUNICATION BETWEEN THE OPERATOR OR SERVICE ENGINEER AND THE COMPUTER.

CONSTANT
A FIXED OR INVARIABLE VALUE OR DATA ITEM.

- * CONTENT-ADDRESSED STORAGE
SAME AS ASSOCIATIVE STORAGE.
- CONTENTION
A CONDITION ON A MULTIPOINT COMMUNICATION CHANNEL WHEN TWO OR MORE LOCATIONS TRY TO TRANSMIT AT THE SAME TIME.
- CONTENTS OF
A PHRASE FREQUENTLY REPRESENTED BY PARENTHESES ENCLOSING AN ADDRESS AND USED TO DENOTE THE CONTENTS OF THE CORRESPONDING STORAGE LOCATION, E.G., THE CONTENTS OF STORAGE LOCATION -M- IS WRITTEN (M).
- CONTEXT
A SPOKEN OF WRITTEN PASSAGE IN CLOSE PROXIMITY TO, AND AFFECTING THE INTERPRETATION OF, A PARTICULAR WORD OR GROUP OF WORDS.
- CONTIGUOUS
ADJACENT OR ADJOINING.
- * CONTROL
IN A DIGITAL COMPUTER, THOSE PARTS THAT EFFECT THE RETRIEVAL OF INSTRUCTIONS IN PROPER SEQUENCE, THE INTERPRETATION OF EACH INSTRUCTION, AND THE APPLICATION OF THE PROPER SIGNALS TO THE ARITHMETIC UNIT AND OTHER PARTS IN ACCORDANCE WITH THIS INTERPRETATION.
- * CONTROL CHARACTER
A CHARACTER WHOSE OCCURRENCE IN A PARTICULAR CONTEXT INITIATES, MODIFIES, OR STOPS A CONTROL OPERATION, E.G., A CHARACTER TO CONTROL CARRIAGE RETURN.
- CONTROL DATA
ONE OR MORE ITEMS OF DATA USED AS CONTROL TO IDENTIFY, SELECT, EXECUTE OR MODIFY ANOTHER ROUTINE, RECORD, FILE, OPERATION, DATA VALUE, ETC.
- * CONTROL PANEL
1. A PART OF A COMPUTER CONSOLE THAT CONTAINS MANUAL CONTROLS.
2. SAME AS PLUGBOARD.
- * CONVERT
TO CHANGE THE REPRESENTATION OF DATA FROM ONE FORM TO ANOTHER, E.G., TO CHANGE NUMERICAL DATA FROM BINARY TO DECIMAL OR FROM CARDS TO TAPE.
- COORDINATE INDEXING
1. A SYSTEM OF INDEXING INDIVIDUAL DOCUMENTS BY DESCRIPTORS OF EQUAL RANK, SO THAT A LIBRARY CAN BE SEARCHED FOR A COMBINATION OF ONE OR MORE DESCRIPTORS.
2. AN INDEXING TECHNIQUE WHERE THE INTERRELATIONS OF TERMS ARE SHOWN BY COUPLING INDIVIDUAL WORDS.
- * COPY
TO REPRODUCE DATA LEAVING THE ORIGINAL DATA UNCHANGED.
- CORE STORAGE
A FORM OF HIGH SPEED STORAGE USING MAGNETIC CORES.
- CORNER CUT
A CORNER REMOVED FROM A CARD FOR ORIENTATION PURPOSES.
- * COUNTER
A DEVICE SUCH AS A REGISTER OR STORAGE LOCATION USED TO REPRESENT THE NUMBER OF OCCURRENCES OF AN EVENT.
- CPU
SEE CENTRAL PROCESSING UNIT.
- CRIPPLED LEAPFROG TEST
A VARIATION OF THE LEAPFROG TEST, Q.V., SO THAT IT REPEATS THE TESTS FROM A SINGLE SET OF STORAGE LOCATIONS RATHER THAN A CHANGING SET OF STORAGE LOCATIONS.
- CROSSCHECK
TO CHECK THE COMPUTING BY TWO DIFFERENT METHODS.
- CROSSFOOT
TO ADD SEVERAL HORIZONTAL FIELDS OF NUMERIC INFORMATION, USUALLY FOR CHECKING OR TALLING PURPOSES.
- CROSSTALK
1. A TERM USED TO DESCRIBE THE REASON FOR A FALSE RETRIEVAL ARISING FROM A LACK OF KEYWORD ROLE INDICATION.
2. INTERFERENCE IN COMMUNICATION CAUSED BY RECEIVED WAVES OF FREQUENCY OTHER THAN THAT TO WHICH THE RECEIVER IS TUNED.
- * CRYOGENICS
THE STUDY AND USE OF DEVICES UTILIZING PROPERTIES OF MATERIALS NEAR ABSOLUTE ZERO IN TEMPERATURE.
- CRYOTRON
A DEVICE UTILIZING PROPERTIES ASSUMED BY METALS AT NEAR ABSOLUTE ZERO TEMPERATURE SO THAT LARGE CURRENT CHANGES CAN BE OBTAINED BY RELATIVELY SMALL MAGNETIC FIELD CHANGES.
- * CYBERNETICS
THE THEORY OF CONTROL AND COMMUNICATION IN THE MACHINE AND THE ANIMAL.
- * CYCLE
1. AN INTERVAL OF SPACE OR TIME IN WHICH ONE SET OF EVENTS OR PHENOMENA IS COMPLETED.
2. ANY SET OF OPERATIONS THAT IS REPEATED REGULARLY IN THE SAME SEQUENCE. THE OPERATIONS MAY BE SUBJECT TO VARIATIONS ON EACH REPETITION.
- * CYCLIC SHIFT
A SHIFT IN WHICH THE DATA MOVED OUT OF ONE END OF THE STORING REGISTER ARE RE-ENTERED INTO THE OTHER END, AS IN A CLOSED LOOP.
- DAMPING
A CHARACTERISTIC BUILT INTO ELECTRICAL CIRCUITS AND MECHANICAL SYSTEMS TO PREVENT UNWANTED OSCILLATORY CONDITIONS.
- * DATA
ANY REPRESENTATION, SUCH AS CHARACTERS OR ANALOG QUANTITIES, TO WHICH MEANING MIGHT BE ASSIGNED.
- DATA COLLECTION
THE ACT OF BRINGING DATA FROM ONE OR MORE POINTS TO A CENTRAL POINT.
- DATA COMMUNICATION
THE TRANSMISSION OF THE REPRESENTATION OF INFORMATION FROM ONE POINT TO ANOTHER.
- DATA CONVERSION
THE PROCESS OF CHANGING DATA FROM ONE FORM OF REPRESENTATION TO ANOTHER.
- DATA GATHERING
SEE DATA COLLECTION.
- DATA ORIGINATION
THE TRANSLATION OF INFORMATION FROM ITS ORIGINAL FORM INTO A MACHINE-SENSIBLE FORM.
- * DATA PROCESSING
A SYSTEMATIC SEQUENCE OF OPERATIONS PERFORMED ON DATA.
- DATA PROCESSING SYSTEM
A NETWORK OF MACHINE COMPONENTS CAPABLE OF ACCEPTING INFORMATION, PROCESSING IT ACCORDING TO A PLAN, AND PRODUCING THE DESIRED RESULTS.
- * DATA PROCESSOR
ANY DEVICE CAPABLE OF PERFORMING OPERATIONS ON DATA, E.G., A DESK CALCULATOR, A TAPE RECORDER, AN ANALOG COMPUTER, OR A DIGITAL COMPUTER.
- DATA REDUCTION
THE PROCESS OF TRANSFORMING RAW DATA INTO INTELLIGIBLE FORM BY SMOOTHING, ADJUSTING, SCALING AND ORDERING EXPERIMENTAL READINGS.
- DATA TRANSMISSION
THE SENDING OF DATA FROM ONE PART OF A SYSTEM TO ANOTHER PART.
- DATA-PHONE
A WORD USED BY A.T.+T. TO DESIGNATE ANY OF A FAMILY OF DEVICES USED TO PERMIT DATA COMMUNICATIONS OVER TELEPHONE CHANNELS.
- DEBUG
TO DETECT, LOCATE, AND REMOVE MISTAKES FROM A ROUTINE OR MALFUNCTIONS FROM A COMPUTER.
- DECELERATION TIME
THE TIME REQUIRED TO STOP A TAPE AFTER READING OR RECORDING THE LAST PIECE OF INFORMATION FROM A RECORD ON THAT TAPE.
- * DECIMAL
1. PERTAINING TO A CHARACTERISTIC OR PROPERTY INVOLVING A SELECTION, CHOICE OR CONDITION IN WHICH THERE ARE TEN POSSIBILITIES.
2. PERTAINING TO THE NUMBER REPRESENTATION SYSTEM WITH A RADIX OF TEN.
- DECIMAL TO BINARY CONVERSION
THE CONVERSION OF A DECIMAL NUMBER TO THE EQUIVALENT BINARY NUMBER, I.E., A BASE TEN NUMBER TO A BASE TWO NUMBER.
- * DECISION
A DETERMINATION OF FUTURE ACTION.
- DECISION BOX
A FLOWCHART SYMBOL WHOSE INTERIOR CONTAINS THE CRITERION FOR DECISION OR BRANCHING.
- * DECISION INSTRUCTION
AN INSTRUCTION THAT EFFECTS THE SELECTION OF A BRANCH OF A PROGRAM, E.G., A CONDITIONAL JUMP INSTRUCTION.
- * DECK
A COLLECTION OF PUNCHED CARDS.
- * DECODE
TO APPLY A CODE SO AS TO REVERSE SOME PREVIOUS ENCODING.
- * DECODER
1. A DEVICE THAT DECODES.
2. A MATRIX OF SWITCHING ELEMENTS WHICH SELECTS ONE OR MORE OUTPUT CHANNELS ACCORDING TO THE COMBINATION OF INPUT SIGNALS PRESENT.
- DECREMENT
N. 1. THE QUANTITY BY WHICH A VARIABLE IS DECREASED.
2. IN SOME COMPUTERS, A SPECIFIC PART OF AN INSTRUCTION WORD.
V. TO DECREASE THE VALUE OF A NUMBER.
- * DELAY
THE AMOUNT OF TIME BY WHICH A SIGNAL IS RETARDED.
- * DELAY LINE
A SEQUENTIAL LOGIC ELEMENT WITH ONE INPUT CHANNEL AND IN WHICH AN OUTPUT-CHANNEL STATE AT ANY INSTANT, T, IS THE SAME AS THE INPUT-CHANNEL STATE AT THE INSTANT T-N, WHERE N IS A CONSTANT TIME FOR A GIVEN OUTPUT, I.E., THE INPUT SEQUENCE UNDERGOES A DELAY OF N TIME UNITS.
- DELETE
TO REMOVE OR ELIMINATE, E.G., TO REMOVE A RECORD FROM A MASTER FILE.
- DELETION RECORD
A NEW RECORD WHICH WILL REPLACE OR REMOVE AN EXISTING RECORD OF A MASTER FILE.
- DELIMIT
TO FIX THE LIMITS OF. TO BOUND.
- DELIMITER
A CHARACTER WHICH LIMITS A STRING OF CHARACTERS, AND THEREFORE CANNOT BE A MEMBER OF THE STRING.
- DEMODULATION
THE PROCESS OF RETRIEVING AN ORIGINAL SIGNAL FROM A MODULATED CARRIER WAVE.
- DENSE BINARY CODE
A CODE IN WHICH ALL POSSIBLE STATES OF THE BINARY PATTERN ARE USED.
- DESCRIPTOR
A SIGNIFICANT WORD WHICH HELPS TO CLASSIFY THE CONTENTS OF A DOCUMENT.
- * DESTRUCTIVE READING
A READING PROCESS THAT DESTROYS THE DATA IN THE SOURCE.
- DETAIL FILE
A TEMPORARY REFERENCE FILE OF INFORMATION, USUALLY CONTAINING CURRENT DATA TO BE PROCESSED AGAINST A MASTER FILE AT A LATER TIME.
- DEVICE
1. THAT WHICH IS DEvised, INVENTED OR FORMED BY DESIGN.
2. A MECHANICAL CONTRIVANCE OR APPLIANCE.
- DEWEY DECIMAL CLASSIFICATION
A CLASSIFICATION SYSTEM TO INDICATE THE ARRANGEMENT OF BOOKS, DEVELOPED BY MELVIL DEWEY.
- DIAGNOSIS
THE PROCESS OF LOCATING AND EXPLAINING DETECTABLE ERRORS IN A COMPUTER ROUTINE OR HARDWARE COMPONENT.
- * DIAGNOSTIC
PERTAINING TO THE DETECTION AND ISOLATION OF A MALFUNCTION OR A MISTAKE.
- DIAGNOSTIC ROUTINE
A ROUTINE DESIGNED TO LOCATE AND EXPLAIN ERRORS IN A COMPUTER ROUTINE OR HARDWARE COMPONENT.
- DIAGNOSTIC ROUTINE
A PROGRAM THAT FACILITATES COMPUTER MAINTENANCE BY DETECTION AND ISOLATION OF MALFUNCTIONS OR MISTAKES.

DIAGNOSTIC
A COMBINATION DIAGNOSTIC AND EDIT ROUTINE WHICH QUESTIONS UNUSUAL SITUATIONS AND NOTES THE IMPLIED RESULTS.

DIAGRAM
A SCHEMATIC REPRESENTATION OF A SEQUENCE OF OPERATIONS OR ROUTINES.

DIAL EXCHANGE
AN EXCHANGE WHERE ALL SUBSCRIBERS CAN ORIGINATE CALLS BY DIALING.

DIAL-UP
THE SERVICE WHEREBY A DIAL TELEPHONE CAN BE USED TO INITIATE AND EFFECT STATION-TO-STATION TELEPHONE CALLS.

*** DICHOTOMIZING SEARCH**
SAME AS BINARY SEARCH.

DICHOTOMY
A DIVISION INTO TWO SUBORDINATE CLASSES, E.G., ALL WHITE AND ALL NONWHITE, OR ALL ZERO AND ALL NONZERO.

DICTIONARY
1. AN ALPHABETIC LIST OF THE WORDS OF A LANGUAGE, WITH THEIR ACCEPTED MEANINGS.
2. A LIST OF CODE NAMES OR KEYWORDS USED IN A ROUTINE OR SYSTEM AND AN INDICATION OF THEIR INTENDED MEANINGS IN THAT ROUTINE OR SYSTEM.

*** DIFFERENTIAL ANALYZER**
A MECHANICAL OR ELECTRICAL ANALOG DEVICE PRIMARILY DESIGNED AND USED TO SOLVE DIFFERENTIAL EQUATIONS.

*** DIFFERENTIATOR**
A DEVICE WHOSE OUTPUT FUNCTION IS PROPORTIONAL TO THE DERIVATIVE OF THE INPUT FUNCTION WITH RESPECT TO ONE OR MORE VARIABLES, E.G., A RESISTANCE-CAPACITANCE NETWORK USED TO SELECT THE LEADING AND TRAILING EDGES OF A PULSE SIGNAL.

DIGIT
ONE OF THE IDEOGRAPHIC CHARACTERS 0,1...9... USED TO DESIGNATE A QUANTITY SMALLER THAN N FOR A BASE N NUMBER SYSTEM.

DIGIT COMPRESSION
ANY OF A NUMBER OF TECHNIQUES USED TO PACK DIGITS, E.G., THREE DIGITS CAN BE STORED IN TWO 6-BIT CHARACTERS.

DIGIT EMITTER
A CHARACTER EMITTER LIMITED TO THE TWELVE ROW PULSES IN A PUNCHED CARD.

DIGIT SELECTOR
A DEVICE WHICH SEPARATES A CARD COLUMN INTO INDIVIDUAL PULSES CORRESPONDING TO PUNCHED ROW POSITIONS.

DIGITAL
PERTAINING TO THE USE OF DISCRETE INTEGRAL NUMBERS IN A GIVEN BASE TO REPRESENT ALL THE QUANTITIES THAT OCCUR IN A CALCULATION.

*** DIGITAL COMPUTER**
A COMPUTER THAT SOLVES PROBLEMS BY OPERATING ON DISCRETE DATA REPRESENTING VARIABLES BY PERFORMING ARITHMETIC AND LOGICAL PROCESSES ON THESE DATA.

DIGITAL DATA
DATA REPRESENTED IN DISCRETE, DISCONTINUOUS FORM, AS CONTRASTED WITH ANALOG DATA REPRESENTED IN CONTINUOUS FORM. DIGITAL DATA IS USUALLY REPRESENTED BY MEANS OF CODED CHARACTERS, E.G., NUMBERS, SIGNS, SYMBOLS, ETC.

*** DIGITAL DIFFERENTIAL ANALYZER**
A DIFFERENTIAL ANALYZER THAT USES DIGITAL REPRESENTATIONS FOR THE ANALOG QUANTITIES.

*** DIGITIZE**
TO EXPRESS DATA IN A DIGITAL FORM.

DIODE
AN ELECTRONIC DEVICE USED TO PERMIT CURRENT FLOW IN ONE DIRECTION AND TO INHIBIT CURRENT FLOW IN THE OTHER.

*** DIRECT ADDRESS**
AN ADDRESS THAT SPECIFIES THE LOCATION OF AN OPERAND.

DIRECT DISTANCE DIALING
AN EXCHANGE SERVICE WHICH ENABLES A TELEPHONE USER TO SPECIFY SUBSCRIBERS OUTSIDE THE ORIGINATOR'S LOCAL AREA.

*** DIRECT-INSERT ROUTINE**
SAME AS OPEN ROUTINE.

DISABLE
N. SUPPRESSION OF AN INTERRUPT FEATURE.

DISK
A PHYSICAL ELEMENT OF DISK STORAGE.

DISK STORAGE
A STORAGE DEVICE WHICH USES MAGNETIC RECORDING ON FLAT ROTATING DISKS.

*** DISPLAY**
A VISUAL PRESENTATION OF DATA.

*** DISPLAY TUBE**
A TUBE, USUALLY A CATHODE RAY TUBE, USED TO DISPLAY DATA.

DIVIDEND
THE QUANTITY WHICH IS DIVIDED BY ANOTHER QUANTITY, ALSO, THE NUMERATOR OF A FRACTION.

DIVISOR
A QUANTITY WHICH IS USED TO DIVIDE ANOTHER QUANTITY, ALSO, THE DENOMINATOR OF A FRACTION.

DOCUMENT
A MEDIUM CONTAINING A REPRESENTATION OF STORED INFORMATION, SUCH AS A SHEET OF PAPER, A PUNCHED CARD, ETC.

*** DOCUMENTATION**
THE PROCESS OF COLLECTING, ORGANIZING, STORING, CITING AND DISPENSING OF DOCUMENTS OR THE INFORMATION RECORDED IN DOCUMENTS.

DOCUMENTOR
A PROGRAM DESIGNED TO USE DATA PROCESSING METHODS IN THE PRODUCTION AND MAINTENANCE OF PROGRAM FLOWCHARTS, TEXT MATERIAL, AND OTHER TYPES OF TABULAR OR GRAPHIC INFORMATION.

DOUBLE PRECISION
PERTAINING TO A QUANTITY HAVING TWICE AS MANY DIGITS AS ARE NORMALLY CARRIED, E.G., A DOUBLE PRECISION NUMBER REQUIRES TWO MACHINE WORDS IN A FIXED WORD MACHINE.

DOUBLE PUNCH
A TERM WHICH USUALLY REFERS TO MORE THAN ONE NUMERIC PUNCH IN ANY ONE COLUMN OF AN IBM CARD.

DOWNTIME
THE ELAPSED TIME WHEN A COMPUTER IS NOT OPERATING CORRECTLY BECAUSE OF MACHINE FAILURE.

DRUM STORAGE
A STORAGE DEVICE WHICH USES MAGNETIC RECORDING ON A ROTATING CYLINDER. A TYPE OF ADDRESSABLE STORAGE ASSOCIATED WITH SOME COMPUTERS.

*** DUMMY**
PERTAINING TO THE CHARACTERISTIC OF HAVING THE APPEARANCE OF A SPECIFIED THING BUT NOT HAVING THE CAPACITY TO FUNCTION AS SUCH.

*** DUMP**
1. TO COPY THE CONTENTS OF ALL OR PART OF A STORAGE, USUALLY FROM AN INTERNAL STORAGE INTO AN EXTERNAL STORAGE.
2. THE PROCESS AS IN 1.
3. THE DATA RESULTING FROM THE PROCESS AS IN 1.

*** DUODECIMAL**
1. PERTAINING TO A CHARACTERISTIC OR PROPERTY INVOLVING A SELECTION, CHOICE OR CONDITION IN WHICH THERE ARE TWELVE POSSIBILITIES.
2. PERTAINING TO THE NUMBER REPRESENTATION SYSTEM WITH A RADIX OF TWELVE.

DUPLEX CHANNEL
A CHANNEL PROVIDING SIMULTANEOUS TRANSMISSION IN BOTH DIRECTIONS.

*** DUPLICATE**
SAME AS COPY.

*** DUPLICATION CHECK**
A CHECK BASED ON THE CONSISTENCY OF TWO INDEPENDENT PERFORMANCES OF THE SAME TASK.

*** DYADIC OPERATION**
AN OPERATION ON TWO OPERANDS.

DYNAMIC
PERTAINING TO A QUANTITY WHICH IS AFFECTED BY TIME, ENERGY OR POWER, AND THEREFORE INDICATES A RELATIVELY TRANSIENT OR UNSTABLE CONDITION.

*** DYNAMIC DUMP**
A DUMP THAT IS PERFORMED PERIODICALLY DURING THE EXECUTION OF A PROGRAM.

DYNAMIC PRINTOUT
A PRINTOUT OF DATA WHICH OCCURS DURING THE MACHINE RUN AS ONE OF THE SEQUENTIAL OPERATIONS.

DYNAMIC STORAGE
STORAGE SUCH THAT INFORMATION AT A CERTAIN POSITION IS CHANGING OVER TIME AND SO IS NOT ALWAYS AVAILABLE INSTANTLY, E.G., ACOUSTIC DELAY LINE STORAGE.

*** ECHO CHECK**
A METHOD OF CHECKING THE ACCURACY OF TRANSMISSION OF DATA IN WHICH THE RECEIVED DATA ARE RETURNED TO THE SENDING END FOR COMPARISON WITH THE ORIGINAL DATA.

EDGE-PUNCHED CARD
SEE MARGIN-PUNCHED CARD.

*** EDIT**
TO MODIFY THE FORM OR FORMAT OF DATA, E.G., TO INSERT OR DELETE CHARACTERS SUCH AS PAGE NUMBERS OR DECIMAL POINTS.

EDP
SEE ELECTRONIC DATA PROCESSING.

EDULCORATE
1. TO IMPROVE BY ELIMINATING WORTHLESS INFORMATION.
2. TO WEED OUT.

*** EFFECTIVE ADDRESS**
THE ABSOLUTE ADDRESS OF THE CURRENT OPERAND. THIS MAY DIFFER FROM THAT OF THE INSTRUCTION IN STORAGE.

*** ELECTROMAGNETIC DELAY LINE**
A DELAY LINE WHOSE OPERATION IS BASED ON THE TIME OF PROPAGATION OF ELECTROMAGNETIC WAVES THROUGH DISTRIBUTED OR LUMPED CAPACITANCE AND INDUCTANCE.

*** ELECTRONIC DATA PROCESSING**
DATA PROCESSING LARGELY PERFORMED BY ELECTRONIC MEANS.

ELECTRONICS
THE BRANCH OF SCIENCE AND TECHNOLOGY WHICH DEALS WITH THE STUDY, APPLICATION AND CONTROL OF THE PHENOMENA OF CONDUCTION OF ELECTRICITY IN A VACUUM, IN GASES, IN LIQUIDS, IN SEMI-CONDUCTORS AND IN CONDUCTING AND SUPERCONDUCTING MATERIALS.

*** ELECTROSTATIC STORAGE**
A STORAGE DEVICE THAT STORES DATA AS ELECTROSTATICALLY CHARGED AREAS ON A DIELECTRIC SURFACE, E.G., A CATHODE RAY TUBE.

ELEMENT
A COMPONENT PART.

ELEVEN PUNCH
ON IBM CARDS, THE SECOND ROW PUNCH.

EMPIRICAL
PERTAINING TO A STATEMENT OR FORMULA BASED ON EXPERIENCE OR EXPERIMENTAL EVIDENCE RATHER THAN ON MATHEMATICAL CONCLUSIONS.

ENABLE
RESTORATION OF A SUPPRESSED INTERRUPT FEATURE.

ENCIPHER
TO PUT A MESSAGE IN ARITHMETIC OR MATHEMATICAL FORM.

*** ENCODE**
TO APPLY THE RULES OF A CODE.

END MARK
A CODE OR SIGNAL WHICH INDICATES TERMINATION OF A UNIT OF INFORMATION.

END OF MESSAGE
THE SPECIFIC SET OF CHARACTERS WHICH INDICATE THE TERMINATION OF A MESSAGE.

*** END-AROUND CARRY**
A CARRY FROM THE MOST SIGNIFICANT DIGIT PLACE TO THE LEAST SIGNIFICANT DIGIT PLACE.

END-OF-FILE MARK
A CODE WHICH SIGNALS THE LAST RECORD OF A FILE HAS BEEN READ.

ENQUIRY
SAME AS INQUIRY, Q.V.

ENTROPY
1. THE MEASURE OF UNAVAILABLE ENERGY IN A SYSTEM.
2. THE UNAVAILABLE INFORMATION IN A SET OF DOCUMENTS.
3. AN INACTIVE OR STATIC CONDITION (TOTAL ENTROPY).

ENTRY
AN ITEM ALREADY INCLUDED OR TO BE INCLUDED IN A LIST.

EPITOME

A CONCISE SUMMARY OF A DOCUMENT.

* EQUIVALENCE

A LOGICAL OPERATOR HAVING THE PROPERTY THAT IF P IS A STATEMENT, Q IS A STATEMENT, R IS A STATEMENT, ..., THEN THE EQUIVALENCE OF P, Q, R, ..., IS TRUE IF AND ONLY IF ALL STATEMENTS ARE TRUE OR ALL STATEMENTS ARE FALSE, FALSE OTHERWISE.

* EQUIVALENT BINARY DIGITS

THE NUMBER OF BINARY PLACES REQUIRED TO LABEL UNIQUELY EACH DISTINCT ELEMENT OF A SET.

ERASABLE STORAGE

A STORAGE MEDIUM WHICH CAN BE ERASED AND REUSED REPEATEDLY, E.G., MAGNETIC DRUM STORAGE.

ERASE

1. TO REMOVE DATA FROM STORAGE WITHOUT REPLACING IT.
2. TO REPLACE DATA IN STORAGE BY BLANKS OR ZERO CHARACTERS.

ERASE HEAD

A DEVICE ON A MAGNETIC TAPE DRIVE WHOSE SOLE FUNCTION IS TO ERASE PREVIOUS INFORMATION PRIOR TO WRITING NEW INFORMATION.

ERROR

1. A GENERAL TERM TO INDICATE THAT A DATA VALUE IS NOT CORRECT OR THAT A MACHINE COMPONENT IS MALFUNCTIONING.
2. A SPECIFIC TERM FOR THE AMOUNT OF LOSS IN PRECISION.

* ERROR-CHECKING CODE

1. SAME AS ERROR-DETECTING CODE.
2. LOOSELY, AN ERROR-CORRECTING CODE.

* ERROR-CORRECTING CODE

A CODE IN WHICH EACH ACCEPTABLE EXPRESSION CONFORMS TO SPECIFIC RULES OF CONSTRUCTION THAT ALSO DEFINE ONE OR MORE EQUIVALENT NON-ACCEPTABLE EXPRESSIONS, SO THAT IF CERTAIN ERRORS OCCUR IN AN ACCEPTABLE EXPRESSION THE RESULT WILL BE ONE OF ITS EQUIVALENTS AND THUS THE ERROR CAN BE CORRECTED.

* ERROR-DETECTING CODE

A CODE IN WHICH EACH EXPRESSION CONFORMS TO SPECIFIC RULES OF CONSTRUCTION, SO THAT IF CERTAIN ERRORS OCCUR IN AN EXPRESSION, THE RESULTING EXPRESSION WILL NOT CONFORM TO THE RULES OF CONSTRUCTION AND THUS THE PRESENCE OF THE ERRORS IS DETECTED.

ERROR DETECTION ROUTINE

SEE DIAGNOSTIC ROUTINE.

* ESCAPE CHARACTER

A CHARACTER USED TO INDICATE THAT THE SUCCEEDING ONE OR MORE CHARACTERS ARE EXPRESSED IN A CODE DIFFERENT FROM THE CODE CURRENTLY IN USE.

EXCESS-FIFTY

A REPRESENTATION IN WHICH THE NUMBER (N) IS DENOTED BY THE EQUIVALENT OF $(N + 50)$.

* EXCESS THREE CODE

A BINARY CODED DECIMAL REPRESENTATION IN WHICH THE DECIMAL NUMERAL N IS REPRESENTED BY THE BINARY EQUIVALENT OF $N + 3$.

* EXCLUSIVE OR

A LOGICAL OPERATOR WHICH HAS THE PROPERTY THAT IF P IS A STATEMENT AND Q IS A STATEMENT, THEN P EXCLUSIVE OR Q IS TRUE IF AND ONLY IF EITHER BUT NOT BOTH STATEMENTS ARE TRUE, FALSE IF AND ONLY IF BOTH ARE TRUE OR BOTH ARE FALSE.
P EXCLUSIVE OR Q IS OFTEN REPRESENTED BY P Q.

EXECUTE

TO CARRY OUT AN INSTRUCTION OR PERFORM A ROUTINE.

* EXECUTIVE ROUTINE

A ROUTINE DESIGNED TO CONTROL THE EXECUTION OF OTHER ROUTINES.

EXPONENT

A NUMBER PLACED AT THE RIGHT AND ABOVE A SYMBOL IN TYPOGRAPHY TO INDICATE THE NUMBER OF TIMES THAT SYMBOL IS A FACTOR, E.G., 10 TO THE 4 EQUALS $10 \times 10 \times 10 \times 10$, OR 10,000.

EXPRESSION

A SOURCE-LANGUAGE COMBINATION OF ONE OR MORE OPERATIONS.

EXTENDED AREA SERVICE

AN EXCHANGE SERVICE AT A SOMEWHAT HIGHER SERVICE RATE BUT WITHOUT TOLL CHARGES FOR AN AREA WITH A COMMUNITY OF INTEREST.

EXTERNAL STORAGE

A STORAGE DEVICE OUTSIDE THE COMPUTER WHICH CAN STORE INFORMATION IN A FORM ACCEPTABLE TO THE COMPUTER, E.G., CARDS, TAPES.

EXTRACT

1. TO SEPARATE SPECIFIC PARTS OF A WORD FROM THE WHOLE WORD.
2. TO REMOVE SPECIFIC ITEMS FROM A FILE.

FACSIMILE

TRANSMISSION OF PICTURES, MAPS, DIAGRAMS, ETC., BY WIRE.

FALSE DROP

AN UNWANTED REFERENCE WHICH DOES NOT PERTAIN TO THE SUBJECT.

FALSE RETRIEVALS

LIBRARY REFERENCES WHICH ARE NOT PERTINENT TO BUT ARE VAGUELY RELATED TO THE SUBJECT OF THE LIBRARY SEARCH, AND ARE SOMETIMES OBTAINED BY AUTOMATIC SEARCH METHODS.

* FAULT

A PHYSICAL CONDITION THAT CAUSES A DEVICE, A COMPONENT OR ELEMENT TO FAIL TO PERFORM IN A REQUIRED MANNER, E.G., A SHORT CIRCUIT, A BROKEN WIRE, AN INTERMITTENT CONNECTION.

FEED HOLES

HOLES PUNCHED IN A TAPE TO ENABLE IT TO BE DRIVEN BY A SPROCKET WHEEL.

FEED PITCH

THE DISTANCE BETWEEN THE CENTERS OF FEED HOLES.

FEEDBACK

THE FEEDING BACK OF PART OF THE OUTPUT OF A MACHINE, PROCESS OR SYSTEM TO THE COMPUTER AS INPUT FOR ANOTHER PHASE, ESPECIALLY FOR SELF-CORRECTING OR CONTROL PURPOSES.

FERROMAGNETICS

THE SCIENCE WHICH DEALS WITH THE MAGNETIC POLARIZATION PROPERTIES OF MATERIALS.

* FIELD

A SPECIFIED AREA OF A RECORD USED FOR A PARTICULAR CATEGORY OF DATA, E.G., A GROUP OF CARD COLUMNS USED TO REPRESENT A WAGE RATE OR A SET OF BIT LOCATIONS IN A COMPUTER WORD USED TO EXPRESS THE ADDRESS OF THE OPERAND.

* FILE

A COLLECTION OF RELATED RECORDS TREATED AS A UNIT, E.G., IN INVENTORY CONTROL, ONE LINE OF AN INVOICE FORMS AN ITEM, A COMPLETE INVOICE FORMS A RECORD, AND THE COMPLETE SET OF SUCH RECORDS FORMS A FILE.

* FILE GAP

A GAP USED TO INDICATE THE END OF A FILE.

FILE MAINTENANCE

THE PROCESSING OF A FILE TO EFFECT CHANGES IN THE FILE, E.G., UPDATING A MASTER FILE.

* FILTER

1. A PATTERN OF CHARACTERS THAT IS USED TO CONTROL THE SELECTION OR ELIMINATION OF PORTIONS OF ANOTHER PATTERN OF CHARACTERS.
2. A DEVICE OR PROGRAM THAT SEPARATES DATA, SIGNALS, OR MATERIAL IN ACCORDANCE WITH SPECIFIED CRITERIA.

* FIXED-CYCLE OPERATION

AN OPERATION THAT IS COMPLETED IN A SPECIFIED NUMBER OF REGULARLY TIMED EXECUTION CYCLES.

* FIXED POINT

PERTAINING TO A NUMBER SYSTEM IN WHICH THE LOCATION OF THE POINT IS FIXED WITH RESPECT TO ONE END OF THE NUMERALS, ACCORDING TO SOME CONVENTION.

FIXED POINT ARITHMETIC

ARITHMETIC USING A FIXED LOCATION FOR THE DECIMAL OR BINARY POINT IN EACH NUMBER, E.G., 2.5 PLUS 212.73 EQUALS 215.23. THAT ONE OF THE TWO ELEMENTS OF THE FLOATING POINT REPRESENTATION OF A NUMBER WHICH IS NOT THE EXPONENT OR POWER OF THE BASE.

* FIXED STORAGE

A STORAGE DEVICE THAT STORES DATA NOT ALTERABLE BY COMPUTER INSTRUCTION, E.G., MAGNETIC CORE STORAGE WITH A LOCKOUT FEATURE AND PUNCHED PAPER TAPE. SYNONYMOUS WITH PERMANENT STORAGE AND NON-ERASABLE STORAGE.

FIXED WORD LENGTH

A TERM WHICH REFERS TO COMPUTERS IN WHICH DATA ARE TREATED IN UNITS OF A FIXED NUMBER OF CHARACTERS OR BITS (AS CONTRASTED WITH VARIABLE WORD LENGTH).

* FLAG

1. ANY OF VARIOUS TYPES OF INDICATORS USED FOR IDENTIFICATION, E.G., A WORDMARK.
2. A CHARACTER THAT SIGNALS THE OCCURRENCE OF SOME CONDITION, SUCH AS THE END OF A WORD.

* FLIP-FLOP

A CIRCUIT OR DEVICE CONTAINING ACTIVE ELEMENTS, CAPABLE OF ASSUMING EITHER ONE OF TWO STABLE STATES AT A GIVEN TIME.

FLOATING POINT

A FORM OF NUMBER REPRESENTATION IN WHICH QUANTITIES ARE REPRESENTED BY A NUMBER MULTIPLIED BY THE NUMBER BASE RAISED TO A POWER, E.G., THE DECIMAL NUMBER 397 CAN BE WRITTEN AS 3.97×10 SQUARED, OR 0.397×10 THIRD POWER.

FLOATING POINT ARITHMETIC

ARITHMETIC USING A VARIABLE LOCATION FOR THE DECIMAL OR BINARY POINT IN EACH NUMBER, WHERE THE LOCATION IN EACH NUMBER DEPENDS UPON THE SIZE OF THE NUMBER, AND ITS POWER OF 10 OR 2, E.G., 2.5 PLUS 2.1273×10 SQUARED EQUALS 2.1523×10 SQUARED.

FLOW

A GENERAL TERM TO INDICATE A SEQUENCE OF EVENTS.

FLOWCHART

A GRAPHICAL REPRESENTATION FOR THE DEFINITION, ANALYSIS, OR SOLUTION OF A PROBLEM IN WHICH SYMBOLS ARE USED TO REPRESENT OPERATIONS, DATA, FLOW, AND EQUIPMENT.

FLOW DIAGRAM

SEE FLOWCHART, AND ALSO BLOCK DIAGRAM.

* FLOW DIRECTION

THE ANTECEDENT-TO-SUCCESSOR RELATION, INDICATED BY ARROWS OR OTHER CONVENTIONS, BETWEEN OPERATIONS ON FLOWCHARTS.

* FLOWLINE

A LINE REPRESENTING A CONNECTING PATH BETWEEN SYMBOLS ON A FLOWCHART.

FOREIGN EXCHANGE SERVICE

THAT SERVICE WHICH CONNECTS A CUSTOMER'S TELEPHONE TO A CENTRAL OFFICE EXCHANGE NORMALLY NOT SERVING THE CUSTOMER'S LOCATION.

FORTRAN

FOR-MULA TRAN-SLATING SYSTEM

1. A DATA PROCESSING LANGUAGE THAT CLOSELY RESEMBLES MATHEMATICAL LANGUAGE.

2. PERTAINING TO A COMPUTER PROGRAM WHICH TRANSLATES A FORTRAN LANGUAGE PROGRAM INTO A MACHINE LANGUAGE PROGRAM.

* FOUR-PLUS-ONE ADDRESS

SEE ADDRESS FORMAT.

FOUR-WIRE CHANNEL

THE CONCEPT OF SIGNALS SIMULTANEOUSLY FOLLOWING SEPARATE AND DISTINCT PATHS IN OPPOSITE DIRECTIONS IN THE TRANSMISSION MEDIUM.

FRAGMENTING

THE BREAKING DOWN OF A DOCUMENT INTO A SERIES OF TERMS OR DESCRIPTORS.

* FUNCTION

A SPECIFIC PURPOSE OF AN ENTITY OR ITS CHARACTERISTIC ACTION.

FUNCTION TABLE

1. A DEVICE OR ROUTINE THAT CAN DECODE MULTIPLE INPUTS INTO A SINGLE OUTPUT OR ENCODE A SINGLE INPUT INTO MULTIPLE OUTPUTS
2. TWO OR MORE SETS OF DATA SO ARRANGED THAT AN ENTRY IN ONE SET SELECTS ONE OR MORE ENTRIES IN THE OTHER SETS.

* FUNCTIONAL DESIGN

A DESIGN OF A MACHINE, PROGRAM, PROCEDURE OR INFORMATION SYSTEM IN TERMS OF BROAD COMPONENTS DESCRIBING OPERATIONS AND THEIR INTERRELATIONS. CONTRAST WITH HARDWARE OR EQUIPMENT DESIGN WHICH SPECIFIES DEVICES, HARDWARE COMPONENTS, AND THEIR INTERRELATIONSHIPS.

* FUNCTIONAL DIAGRAM

A DIAGRAM THAT REPRESENTS THE FUNCTIONAL RELATIONSHIPS AMONG THE PARTS OF A SYSTEM.

FUNCTOR

1. A LOGICAL ELEMENT WHICH PROVIDES A LINKAGE BETWEEN VARIABLES.

2. A LINGUISTIC FEATURE DENOTING STRUCTURE RATHER THAN LEXICAL MEANING.

GANG-PUNCH

TO PUNCH ALL OR PART OF THE INFORMATION FROM ONE PUNCHED CARD INTO SUCCEEDING CARDS.

GARBAGE

UNWANTED AND MEANINGLESS INFORMATION CARRIED ALONG IN STORAGE. (DEPRECATED)

* GATE

1. A DEVICE HAVING ONE OUTPUT CHANNEL AND ONE OR MORE INPUT CHANNELS, SUCH THAT THE OUTPUT CHANNEL STATE IS COMPLETELY DETERMINED BY THE CONTEMPORANEOUS INPUT CHANNEL STATES, EXCEPT DURING SWITCHING TRANSIENTS.
2. A COMBINATION LOGIC ELEMENT HAVING AT LEAST ONE INPUT CHANNEL.
3. AN AND GATE.
4. AN OR GATE.

* GENERAL PURPOSE COMPUTER

A COMPUTER THAT IS DESIGNED TO SOLVE A WIDE CLASS OF PROBLEMS.

GENERALIZED ROUTINE

A ROUTINE DESIGNED TO PROCESS A LARGE RANGE OF SPECIFIC JOBS WITHIN A GIVEN TYPE OF APPLICATION.

* GENERATE

TO CONSTRUCT A COMPUTER PROGRAM BY USE OF A GENERATOR.

* GENERATOR

IN PROGRAMMING, A PROGRAM THAT CONSTRUCTS ANOTHER PROGRAM FROM SPECIALLY DESIGNED SETS OF INSTRUCTIONS BY SELECTING, ADJUSTING, AND ARRANGING THEM IN ACCORDANCE WITH GIVEN SPECIFICATIONS.

GLOSSARY

A VOCABULARY WITH ANNOTATIONS FOR A PARTICULAR SUBJECT.

GRAPHIC FORM

PHYSICAL REPRESENTATION.

GRAY CODE

A TYPE OF CYCLIC UNIT-DISTANCE BINARY CODE.

GROUP INDICATE

THE PRINTING OF INDICATIVE INFORMATION FROM ONLY THE FIRST RECORD OF A GROUP.

GROUP THEORY

A STUDY IN THE MATHEMATICAL SENSE OF THE RULES FOR COMBINING GROUPS, SETS, AND ELEMENTS, I.E., THE THEORY OF COMBINING GROUPS.

GROUPMARK

ANY INDICATOR TO SIGNAL THE END OF A WORD OR OTHER UNIT OF DATA.

GUIDE EDGE

THE EDGE ON WHICH PAPER OR MAGNETIC TAPE IS GUIDED WHILE BEING FED, IF SUCH A METHOD IS USED.

GULP

A SMALL GROUP OF BYTES, SIMILAR TO A WORD OR INSTRUCTION.

* HALF-ADDER

A COMBINATIONAL LOGIC ELEMENT HAVING TWO OUTPUTS, S AND C, AND TWO INPUTS, A AND B, SUCH THAT THE OUTPUTS ARE RELATED TO THE INPUTS ACCORDING TO THE FOLLOWING TABLE.

INPUT		OUTPUT	
A	B	S	C
0	0	0	0
0	1	1	0
1	0	1	0
1	1	0	1

S AND C DENOTE =SUM WITHOUT CARRY= AND =CARRY=, RESPECTIVELY. TWO HALF-ADDS MAY BE USED FOR PERFORMING BINARY ADDITION.

HALF ADJUST

TO ROUND BY ONE HALF OF THE MAXIMUM VALUE OF THE NUMBER BASE OF THE COUNTER.

HALF-DUPLEX CHANNEL

A CHANNEL CAPABLE OF TRANSMITTING AND RECEIVING SIGNALS, BUT IN ONLY ONE DIRECTION AT A TIME.

HALFTIME EMITTER

A DEVICE WHICH EMITS SYNCHRONOUS PULSES MIDWAY BETWEEN THE ROW PULSES OF A PUNCHED CARD.

HALT INSTRUCTION

A MACHINE INSTRUCTION WHICH STOPS THE EXECUTION OF THE PROGRAM.

HANG-UP

AN UNEXPLAINED MACHINE STOP (SLANG).

HARD COPY

A PRINTED COPY OF MACHINE OUTPUT IN A VISUALLY READABLE FORM, E.G., PRINTED REPORTS, LISTINGS, DOCUMENTS, SUMMARIES, ETC.

HARDWARE

THE MECHANICAL, MAGNETIC, ELECTRICAL AND ELECTRONIC DEVICES OR COMPONENTS OF A COMPUTER.

HASH

SAME AS GARBAGE, Q.V.

HASH TOTAL

A SUMMATION FOR CHECKING PURPOSES OF ONE OR MORE CORRESPONDING FIELDS OF A FILE WHICH WOULD ORDINARILY NOT BE SUMMED.

* HEAD

A DEVICE THAT READS, RECORDS OR ERASES DATA ON A STORAGE MEDIUM, E. G., A SMALL ELECTROMAGNET USED TO READ, WRITE OR ERASE DATA ON A MAGNETIC DRUM OR TAPE, OR THE SET OF OPERATING, READING OR MARKING DEVICES USED FOR PUNCHING, READING OR PRINTING ON PAPER TAPE.

HEADER RECORD OR HEADER TABLE

A RECORD CONTAINING COMMON, CONSTANT OR IDENTIFYING INFORMATION FOR A GROUP OF RECORDS WHICH FOLLOWS.

* HEURISTIC

PERTAINING TO EXPLORATORY METHODS OF PROBLEM SOLVING IN WHICH SOLUTIONS ARE DISCOVERED BY EVALUATION OF THE PROGRESS MADE TOWARD THE FINAL RESULT. CONTRAST WITH ALGORITHMIC.

HEXADECIMAL NUMBER SYSTEM

A NUMBER SYSTEM USING THE EQUIVALENT OF THE DECIMAL NUMBER SIXTEEN AS A BASE.

HIERARCHY

A SPECIFIED RANK OR ORDER OF ITEMS. A SERIES OF ITEMS CLASSIFIED BY RANK OR ORDER.

* HIGH-SPEED CARRY

ANY TECHNIQUE IN PARALLEL ADDITION FOR SPEEDING UP CARRY PROPAGATION, E.G., STANDING-ON-NINES CARRY.

HIT

1. A TERM USED IN MECHANICAL RETRIEVAL SYSTEMS TO REPRESENT AN ANSWER FOUND BY THE MACHINE.

2. IN FILE MAINTENANCE, THE FINDING OF A MATCH BETWEEN A DETAIL RECORD AND A MASTER RECORD.

HIT-ON-THE-FLY PRINTER

A PRINTER WHERE EITHER THE PAPER, THE PRINT HEAD, OR BOTH ARE IN CONTINUAL MOTION.

HOME RECORD

THE FIRST RECORD IN A CHAIN OF RECORDS USED WITH THE CHAINING METHOD OF FILE ORGANIZATION.

* HOPPER

A DEVICE THAT HOLDS CARDS AND MAKES THEM AVAILABLE TO A CARD FEED MECHANISM. SYNONYMOUS WITH INPUT MAGAZINE. CONTRAST WITH CARD STACKER.

HOUSEKEEPING

OPERATIONS IN A ROUTINE WHICH DO NOT CONTRIBUTE DIRECTLY TO THE SOLUTION OF THE PROBLEM BUT DO CONTRIBUTE DIRECTLY TO THE OPERATION OF THE COMPUTER.

HUNTING

A CONTINUOUS ATTEMPT TO SEEK A DESIRED CONDITION OF EQUILIBRIUM OR BALANCE IN AN AUTOMATIC SYSTEM, AS IN SERVOMECHANISMS.

IDENTIFICATION

A CODE NUMBER OR CODE NAME WHICH UNIQUELY IDENTIFIES A RECORD, BLOCK, FILE OR OTHER UNIT OF INFORMATION.

IDENTIFY

TO ATTACH A UNIQUE CODE OR CODE NAME TO A UNIT OF INFORMATION.

IDLE TIME

THE TIME THAT A COMPUTER IS AVAILABLE FOR USE, BUT IS NOT IN OPERATION.

ILLEGAL CHARACTER

A CHARACTER OR COMBINATION OF BITS WHICH IS NOT ACCEPTED AS A VALID REPRESENTATION BY THE MACHINE OR BY A SPECIFIC ROUTINE.

IMAGE

AN EXACT LOGICAL DUPLICATE STORED IN A DIFFERENT MEDIUM.

IMMEDIATE ADDRESS

THE DESIGNATION OF AN INSTRUCTION ADDRESS WHICH IS USED AS DATA BY THE INSTRUCTION OF WHICH IT IS A PART.

INCLUSIVE OR

THE BOOLEAN OPERATOR WHICH GIVES A TRUTH TABLE VALUE OF TRUE IF EITHER OR BOTH OF THE TWO VARIABLES IT CONNECTS ARE TRUE. IF NEITHER IS TRUE, THE VALUE IS FALSE.

* INCREMENTAL COMPUTER

A SPECIAL PURPOSE COMPUTER THAT IS SPECIFICALLY DESIGNED TO PROCESS CHANGES IN THE VARIABLES AS WELL AS THE ABSOLUTE VALUE OF THE VARIABLES THEMSELVES, E.G., DIGITAL DIFFERENTIAL ANALYZER.

* INDEX

1. AN ORDERED REFERENCE LIST OF THE CONTENTS OF A FILE OR DOCUMENT, TOGETHER WITH KEYS OR REFERENCE NOTATIONS FOR IDENTIFICATION OR LOCATION OF THOSE CONTENTS.
2. A SYMBOL OR A NUMBER USED TO IDENTIFY A PARTICULAR QUANTITY IN AN ARRAY OF SIMILAR QUANTITIES, E.G., THE TERMS OF AN ARRAY REPRESENTED BY X(1), X(2)...X(100) HAVE THE INDEXES 1, 2,...100 RESPECTIVELY.
3. PERTAINING TO AN INDEX REGISTER.

* INDEX REGISTER

A REGISTER WHOSE CONTENT IS ADDED TO OR SUBTRACTED FROM THE OPERAND ADDRESS PRIOR TO OR DURING THE EXECUTION OF AN INSTRUCTION.

INDEXING

A TECHNIQUE OF ADDRESS MODIFICATION OFTEN IMPLEMENTED BY MEANS OF INDEX REGISTERS.

* INDIRECT ADDRESS

AN ADDRESS THAT SPECIFIES A STORAGE LOCATION WHOSE CONTENTS IS EITHER A DIRECT ADDRESS OR ANOTHER INDIRECT ADDRESS.

* INDUSTRIAL DATA PROCESSING

DATA PROCESSING FOR INDUSTRIAL PURPOSES.

INFIX NOTATION

A METHOD OF FORMING ONE-DIMENSIONAL EXPRESSIONS (E.G., ARITHMETIC, LOGICAL, ETC.) BY ALTERNATING SINGLE OPERANDS AND OPERATORS. ANY OPERATOR PERFORMS ITS INDICATED FUNCTION UPON ITS ADJACENT TERMS WHICH ARE DEFINED SUBJECT TO THE RULES OF OPERATOR PRECEDENCE AND GROUPING BRACKETS WHICH ELIMINATE AMBIGUITY.

* INFORMATION

THE MEANING ASSIGNED TO DATA BY KNOWN CONVENTIONS USED IN ITS REPRESENTATION.

* INFORMATION PROCESSING

1. THE PROCESSING OF DATA REPRESENTING INFORMATION.
2. AUTOMATIC DATA PROCESSING.

INITIALIZE

TO SET CERTAIN COUNTERS, SWITCHES AND ADDRESSES AT SPECIFIED TIMES IN A COMPUTER ROUTINE.

IN-LINE PROCESSING

THE PROCESSING OF DATA IN RANDOM ORDER, NOT SUBJECT TO PRELIMINARY EDITING OR SORTING.

* INPUT

1. THE DATA TO BE PROCESSED.
2. THE STATE OR SEQUENCE OF STATES OCCURRING ON A SPECIFIED INPUT CHANNEL.
3. THE DEVICE OR COLLECTIVE SET OF DEVICES USED FOR BRINGING DATA INTO ANOTHER DEVICE.
4. A CHANNEL FOR IMPRESSING A STATE ON A DEVICE OR LOGIC ELEMENT.
5. THE PROCESS OF TRANSFERRING DATA FROM AN EXTERNAL STORAGE TO AN INTERNAL STORAGE.
6. PERTAINING TO ANY ENTITIES SUCH AS ARE CITED ABOVE.

INPUT AREA

THE AREA OF INTERNAL STORAGE INTO WHICH DATA IS TRANSFERRED FROM EXTERNAL STORAGE.

INPUT/OUTPUT

1. COMMONLY CALLED I/O. A GENERAL TERM FOR THE EQUIPMENT USED TO COMMUNICATE WITH A COMPUTER.
2. THE DATA INVOLVED IN SUCH COMMUNICATION.
3. THE MEDIA CARRYING THE DATA FOR INPUT/OUTPUT.

INQUIRY

A REQUEST FOR INFORMATION FROM STORAGE, E.G., A REQUEST FOR THE NUMBER OF AVAILABLE AIRLINE SEATS OR A MACHINE STATEMENT TO INITIATE A SEARCH OF LIBRARY DOCUMENTS.

INQUIRY STATION
THE DEVICE FROM WHICH ANY INQUIRY IS MADE.

* INSTRUCTION
A STATEMENT THAT SPECIFIES AN OPERATION AND THE VALUES OR LOCATIONS OF ALL OPERANDS. IN THIS CONTEXT, THE TERM INSTRUCTION IS PREFERABLE TO THE TERMS COMMAND OR ORDER WHICH ARE SOMETIMES USED AS SYNONYMS. COMMAND SHOULD BE RESERVED FOR ELECTRONIC SIGNALS. ORDER SHOULD BE RESERVED FOR SEQUENCE, INTERPOLATION, AND RELATED USAGE. BOTH COMMAND AND ORDER HAVE IMPORTANT MILITARY APPLICATIONS.

* INSTRUCTION CODE
SAME AS OPERATION CODE.

* INSTRUCTION COUNTER
A COUNTER WHICH INDICATES THE LOCATION OF THE NEXT COMPUTER INSTRUCTION TO BE INTERPRETED.

INSTRUCTION FORMAT
THE ALLOCATION OF BITS OR CHARACTERS OF A MACHINE INSTRUCTION TO SPECIFIC FUNCTIONS.

* INSTRUCTION REGISTER
A REGISTER THAT STORES AN INSTRUCTION FOR EXECUTION.

* INSTRUCTION REPERTORY
THE SET OF OPERATIONS THAT CAN BE REPRESENTED IN A GIVEN INSTRUCTION CODE.

INSTRUCTIONAL CONSTANT
A CONSTANT WRITTEN IN THE FORM OF AN INSTRUCTION BUT NOT INTENDED TO BE EXECUTED AS AN INSTRUCTION. ONE FORM OF DUMMY INSTRUCTION.

INTEGRATED DATA PROCESSING
1. INFORMATION PROCESSING WHICH IS ORGANIZED, DIRECTED AND CARRIED OUT ACCORDING TO A SYSTEMS APPROACH.
2. COMPLETE MACHINE CONTROL OF A SPHERE OF INTEREST.

* INTEGRATOR
A DEVICE WHOSE OUTPUT FUNCTION IS PROPORTIONAL TO THE INTEGRAL OF THE INPUT FUNCTION WITH RESPECT TO A SPECIFIED VARIABLE, E.G., A WATT-HOUR METER.

INTERCALATE
TO FILE OR INSERT, AS IN A CARD CATALOG.

* INTERFACE
A SHARED BOUNDARY.

INTERFIX
A TECHNIQUE WHICH ALLOWS THE RELATIONSHIPS OF KEYWORDS IN AN ITEM OR DOCUMENT TO BE DESCRIBED SO THAT VERY SPECIFIC INQUIRIES CAN BE ANSWERED WITHOUT FALSE RETRIEVALS DUE TO CROSSTALK.

INTERLACE
TO ASSIGN SUCCESSIVE STORAGE LOCATION NUMBERS TO PHYSICALLY SEPARATED STORAGE LOCATIONS IN ORDER TO REDUCE ACCESS TIME.

INTERLEAVE
TO INSERT SEGMENTS OF ONE PROGRAM INTO ANOTHER PROGRAM SO THAT THE TWO PROGRAMS CAN IN EFFECT BE EXECUTED SIMULTANEOUSLY, E.G., A TECHNIQUE USED IN MULTIPROGRAMMING.

INTERLOCK
TO PREVENT A MACHINE OR DEVICE FROM INITIATING FURTHER OPERATIONS UNTIL THE OPERATION IN PROCESS IS COMPLETED.

INTERMEDIATE TOTAL
THE RESULT WHEN A SUMMATION IS TERMINATED BY A CHANGE OF GROUP WHICH IS NEITHER THE MOST NOR THE LEAST SIGNIFICANT.

INTERNAL STORAGE
STORAGE WITHIN THE COMPUTER FROM WHICH INSTRUCTIONS CAN BE EXECUTED DIRECTLY.

INTERPRET
1. TO PRINT ON A PUNCHED CARD THE GRAPHIC SYMBOLS OF THE INFORMATION PUNCHED IN THAT CARD.
2. TO TRANSLATE NONMACHINE LANGUAGE INTO MACHINE LANGUAGE.
3. TO DECODE.

* INTERPRETER
1. A PROGRAM THAT TRANSLATES AND EXECUTES EACH SOURCE LANGUAGE EXPRESSION BEFORE TRANSLATING AND EXECUTING THE NEXT ONE.
2. A DEVICE THAT PRINTS ON A PUNCHED CARD THAT DATA ALREADY PUNCHED IN THE CARD.

INTERPRETIVE ROUTINE
A ROUTINE WHICH DECODES INSTRUCTIONS WRITTEN AS PSEUDOCODES AND IMMEDIATELY EXECUTES THOSE INSTRUCTIONS, AS CONTRASTED WITH A COMPILER WHICH DECODES THE PSEUDOCODES AND PRODUCES A MACHINE-LANGUAGE ROUTINE TO BE EXECUTED AT A LATER TIME.

INTERRECORD GAP
THE UNRECORDED PORTION BETWEEN RECORDS ON MAGNETIC TAPE.

INTERRUPT
N. A BREAK IN THE NORMAL FLOW OF A SYSTEM OR ROUTINE SUCH THAT THE FLOW CAN BE RESUMED FROM THAT POINT AT A LATER TIME.
AN INTERRUPT IS USUALLY CAUSED BY A SIGNAL FROM AN EXTERNAL SOURCE.
V. TO CAUSE AN INTERRUPT.

INTERSTAGE PUNCHING
A SYSTEM IN WHICH ONLY THE ODD-NUMBERED ROWS OF THE BRITISH STANDARD CARD ARE PUNCHED.

INVERTED FILE
A METHOD OF FILE ORGANIZATION IN WHICH A KEYWORD IDENTIFIES A RECORD, AND ALL ITEM NUMBERS OR DOCUMENTS DESCRIBED BY THAT KEYWORD ARE INDICATED.

I/O
SEE INPUT/OUTPUT.

* ITEM
A COLLECTION OF RELATED CHARACTERS, TREATED AS A UNIT.

ITERATE
TO REPEATEDLY EXECUTE A LOOP OR SERIES OF STEPS, E.G., A LOOP IN A ROUTINE.

JACK PANEL
SEE CONTROL PANEL.

JARGON
THE TECHNICAL VOCABULARY OF A SPECIAL TRADE GROUP OR SCIENTIFIC GROUP.

JOB-ORIENTED TERMINAL
A TERMINAL DESIGNED FOR A PARTICULAR APPLICATION.

JUMP
SEE BRANCH (1).

JUSTIFICATION
THE ACT OF ADJUSTING, ARRANGING OR SHIFTING DIGITS TO THE LEFT OR RIGHT, TO FIT A PRESCRIBED PATTERN.

JUXTAPOSITION
THE POSITIONING OR PLACING OF ITEMS ADJACENT TO EACH OTHER OR SIDE BY SIDE.

KEY
N. THAT PART OF A WORD, RECORD, FILE, ETC., BY WHICH IT IS IDENTIFIED OR CONTROLLED.
V. TO CODE INFORMATION.

KEYBOARD
A DEVICE FOR THE ENCODING OF DATA BY KEY DEPRESSION WHICH CAUSES THE GENERATION OF THE SELECTED CODE ELEMENT.

* KEYPUNCH
A KEYBOARD-OPERATED DEVICE THAT PUNCHES HOLES IN A CARD TO REPRESENT DATA.

KEYWORDS
THE MOST INFORMATIVE WORDS IN A TITLE OR DOCUMENT WHICH DESCRIBE THE CONTENT OF THAT DOCUMENT. THE SIGNIFICANT WORDS.

KILOCYCLE
ONE THOUSAND CYCLES PER SECOND.

LABEL
A CODE NAME THAT CLASSIFIES OR IDENTIFIES A NAME, TERM, PHRASE OR DOCUMENT.

LACE
TO PUNCH ALL ROWS OF A CARD COLUMN.

* LAG
THE DELAY BETWEEN TWO SUCCESSIVE EVENTS.

LANGUAGE
1. A DEFINED SET OF CHARACTERS WHICH ARE USED TO FORM SYMBOLS, WORDS, ETC., AND THE RULES FOR COMBINING THESE INTO MEANINGFUL COMMUNICATION, E.G., ENGLISH, FRENCH, ALGOL, FORTRAN, COBOL, ETC.
2. A COMBINATION OF A VOCABULARY AND RULES OF SYNTAX.

LANGUAGE TRANSLATION
THE TRANSLATION OF INFORMATION FROM ONE LANGUAGE TO ANOTHER.

* LATENCY
THE TIME BETWEEN THE COMPLETION OF THE INTERPRETATION OF AN ADDRESS AND THE START OF THE ACTUAL TRANSFER FROM THE ADDRESSED LOCATION.
ARITHMETIC UNIT, E.G., ACCESS TIME MINUS THE WORD TIME.

LATENCY TIME
SEE ACCESS TIME.

LAYOUT
THE OVERALL PLAN OR DESIGN SUCH AS FLOWCHARTS OR DIAGRAMS, FORMAT FOR CARD COLUMNS OR FIELDS, OUTLINE OF THE PROCEDURE, MAKEUP OF A BOOK OR DOCUMENT, ETC.

LEADING EDGE
THE EDGE OF A CARD WHICH FIRST ENTERS THE MACHINE.

LEAPFROG TEST
A ROUTINE TO TEST THE INTERNAL OPERATION OF A COMPUTER WHICH CONSISTS OF A SERIES OF ARITHMETIC OR LOGICAL OPERATIONS ON ONE SECTION OF STORAGE, A TRANSFER TO ANOTHER SECTION, INCLUDING A CHECK ON THE TRANSFER, AND THEN A REPETITION OF THE OPERATIONS.

LEASED LINE NETWORK
A NETWORK RESERVED FOR THE EXCLUSIVE USE OF ONE CUSTOMER.

LETTER
ONE OF A SET OF SYMBOLS COMBINED TO REPRESENT WRITTEN WORDS.

LEVEL OF ADDRESSING
SEE INDIRECT ADDRESS.

LEXEME
THE WRITTEN WORD, PARTICLE OR STEM WHICH DENOTES THE MEANING.

LEXICON
A VOCABULARY, NOT NECESSARILY IN ALPHABETIC ORDER, WITH DEFINITIONS OR EXPLANATIONS FOR ALL TERMS.

LIBRARIAN
A PROGRAM THAT CREATES, MAINTAINS AND MAKES AVAILABLE THE COLLECTION OF PROGRAMS, ROUTINES AND DATA THAT MAKE UP AN OPERATING SYSTEM. LIBRARIAN FUNCTIONS MAY INCLUDE SYSTEM GENERATION AND SYSTEM EDITING.

LIBRARY
1. A COLLECTION OF DOCUMENTS FOR STUDY OR REFERENCE.
2. AN ORGANIZED COLLECTION OF STANDARD, CHECKED-OUT ROUTINES.

LIBRARY ROUTINE
A CHECKED-OUT ROUTINE WHICH MAY BE INCORPORATED INTO A LARGER ROUTINE AND IS MAINTAINED IN A LIBRARY AS AN AID TO PROGRAMMERS.

LIMITED
A WORD OFTEN ATTACHED TO ANOTHER WORD OR TERM TO INDICATE THE PARTICULAR MACHINE ACTIVITY WHICH NEEDS THE MOST TIME, E.G., TAPE-LIMITED, INPUT-LIMITED, COMPUTE-LIMITED, ETC.

LINE PRINTER
A PRINTER IN WHICH AN ENTIRE LINE OF CHARACTERS IS COMPOSED AND DETERMINED WITHIN THE DEVICE PRIOR TO PRINTING.

* LINE PRINTING
THE PRINTING OF AN ENTIRE LINE OF CHARACTERS AT ONCE.

* LINEAR PROGRAMMING
THE ANALYSIS OF PROBLEMS IN WHICH THE LINEAR FUNCTION OF A NUMBER OF VARIABLES IS TO BE MAXIMIZED (OR MINIMIZED) WHEN THOSE VARIABLES ARE SUBJECT TO A NUMBER OF CONSTRAINTS IN THE FORM OF LINEAR INEQUALITIES, OR THE SOLUTION OF THESE PROBLEMS.

LINK
AN INTERCONNECTION.

LINKAGE
THE INTERCONNECTIONS BETWEEN A MAIN ROUTINE AND A CLOSED ROUTINE, I.E., ENTRY AND EXIT FOR A CLOSED ROUTINE FROM THE MAIN ROUTINE.

LIST
TO PRINT EVERY RELEVANT ITEM OF INPUT DATA.

LITERAL
A SYMBOL WHICH NAMES ITSELF AND WHICH IS NOT THE NAME OF SOMETHING ELSE.

LITERATURE SEARCH
A SYSTEMATIC AND EXHAUSTIVE SEARCH FOR PUBLISHED MATERIAL ON A SPECIFIC SUBJECT, AND USUALLY THE PREPARATION OF ABSTRACTS ON THAT MATERIAL.

* LOAD
TO PLACE DATA INTO INTERNAL STORAGE.

- * LOAD-AND-GO
AN OPERATING TECHNIQUE IN WHICH THERE ARE NO STOPS BETWEEN THE LOADING AND EXECUTION PHASE OF A PROGRAM, AND WHICH MAY INCLUDE ASSEMBLY OR COMPILATION.
- LOCAL LOOP
A CHANNEL CONNECTING A SUBSCRIBER TO A CENTRAL OFFICE EXCHANGE.
- * LOCATION
A POSITION IN STORAGE THAT IS USUALLY IDENTIFIED BY AN ADDRESS.
- LOGARITHM
THE LOGARITHM OF A NUMBER IS THE EXPONENT INDICATING THE POWER TO WHICH IT IS NECESSARY TO RAISE A GIVEN NUMBER, CALLED THE BASE, TO PRODUCE THE ORIGINAL NUMBER.
- LOGGER
A DEVICE WHICH AUTOMATICALLY RECORDS PHYSICAL PROCESSES WITH RESPECT TO TIME.
- LOGIC
THE SCIENCE WHICH DEALS WITH THE BASIC PRINCIPLES AND APPLICATIONS OF TRUTH TABLES, SWITCHING, GATING, ETC.
- * LOGIC DESIGN
THE SPECIFICATION OF THE WORKING RELATIONS BETWEEN THE PARTS OF A SYSTEM IN TERMS OF SYMBOLIC LOGIC AND WITHOUT PRIMARY REGARD FOR ITS HARDWARE IMPLEMENTATION.
- * LOGIC DIAGRAM
A DIAGRAM THAT REPRESENTS A LOGIC DESIGN OR ITS HARDWARE IMPLEMENTATION.
- * LOGIC ELEMENT
A DEVICE THAT PERFORMS A LOGIC FUNCTION.
- * LOGIC SYMBOL
 1. A SYMBOL USED TO REPRESENT A LOGIC ELEMENT GRAPHICALLY.
 2. A SYMBOL USED TO REPRESENT A LOGIC CONNECTIVE.
- * LOGICAL INSTRUCTION
AN INSTRUCTION THAT CARRIES OUT A LOGICAL OPERATION, SUCH AS AND, OR, NOR.
- LOGICAL SHIFT
A SHIFT IN WHICH THE SIGN IS TREATED AS ANOTHER DATA POSITION.
- LOGICAL SUM
THE RESULT OF THE --INCLUSIVE OR-- OPERATION.
- LOGICAL UNIT
A SELF-CONTAINED UNIT.
- * LOOP
A SEQUENCE OF INSTRUCTIONS THAT IS REPEATED UNTIL A TERMINAL CONDITION PREVAILS.
- M OUT OF N CODE
A FORM OF FIXED WEIGHT BINARY CODE IN WHICH M OF THE N DIGITS ARE ALWAYS IN THE SAME STATE.
- * MACHINE ADDRESS
SAME AS ABSOLUTE ADDRESS.
- * MACHINE CODE
SAME AS OPERATION CODE.
- * MACHINE INSTRUCTION
AN INSTRUCTION THAT THE PARTICULAR MACHINE CAN RECOGNIZE AND EXECUTE.
- * MACHINE LANGUAGE
A LANGUAGE THAT IS USED DIRECTLY BY A GIVEN MACHINE. THE PERSON WHO MANUALLY CONTROLS A MACHINE.
- MACHINE RUN
THE EXECUTION OF ONE OR SEVERAL MACHINE ROUTINES WHICH ARE LINKED TO FORM ONE OPERATING UNIT.
- MACHINE-SENSIBLE INFORMATION
INFORMATION IN A FORM WHICH CAN BE READ BY A SPECIFIC MACHINE.
- MACRO
SEE MACRO INSTRUCTION.
- * MACRO INSTRUCTION
AN INSTRUCTION THAT IS REPLACED IN A ROUTINE BY A PREDETERMINED SEQUENCE OF MACHINE INSTRUCTIONS.
- MACROPROGRAMMING
THE PROCESS OF WRITING MACHINE PROCEDURE STATEMENTS IN TERMS OF MACRO INSTRUCTIONS.
- * MAGNETIC CORE
A CONFIGURATION OF MAGNETIC MATERIAL THAT IS, OR IS INTENDED TO BE PLACED IN A RIGID SPATIAL RELATIONSHIP TO CURRENT-CARRYING CONDUCTORS AND WHOSE MAGNETIC PROPERTIES ARE ESSENTIAL TO ITS USE. FOR EXAMPLE, IT MAY BE USED TO CONCENTRATE AN INDUCED MAGNETIC FIELD AS IN A TRANSFORMER, INDUCTION COIL, OR ARMATURE, TO RETAIN A MAGNETIC POLARIZATION FOR THE PURPOSE OF STORING DATA, OR FOR ITS NON-LINEAR PROPERTIES AS IN A LOGIC ELEMENT. IT MAY BE MADE OF SUCH MATERIAL AS IRON, IRON OXIDE OR FERRITE IN SUCH SHAPES AS WIRES, TAPES, TOROIDS, OR THIN FILM.
- * MAGNETIC DELAY LINE
A DELAY LINE WHOSE OPERATION IS BASED ON THE TIME OF PROPAGATION OF MAGNETIC WAVES.
- * MAGNETIC DISC
A FLAT CIRCULAR PLATE WITH A MAGNETIC SURFACE ON WHICH DATA CAN BE STORED BY SELECTIVE MAGNETIZATION OF PORTIONS OF THE FLAT SURFACE.
- * MAGNETIC DRUM
A RIGHT CIRCULAR CYLINDER WITH A MAGNETIC SURFACE ON WHICH DATA CAN BE STORED BY SELECTIVE MAGNETIZATION OF PORTIONS OF THE CURVED SURFACE.
- MAGNETIC INK
INK CONTAINING PARTICLES OF MAGNETIC SUBSTANCE WHICH CAN BE DETECTED OR READ BY AUTOMATIC DEVICES, E.G., THE INK USED FOR PRINTING ON SOME BANK CHECKS FOR MAGNETIC INK CHARACTER RECOGNITION (MICR).
- * MAGNETIC STORAGE
A STORAGE DEVICE THAT UTILIZES THE MAGNETIC PROPERTIES OF MATERIALS TO STORE DATA, E.G., MAGNETIC CORES, TAPES, AND FILMS.
- * MAGNETIC TAPE
 1. A TAPE WITH A MAGNETIC SURFACE ON WHICH DATA CAN BE STORED BY SELECTIVE POLARIZATION OF PORTIONS OF THE SURFACE.
 2. A TAPE OF MAGNETIC SURFACE USED AS THE CONSTITUENT IN SOME FORMS OF MAGNETIC CORES.
- * MAGNETIC THIN-FILM
A LAYER OF MAGNETIC MATERIAL, USUALLY LESS THAN ONE MICRON THICK. MAGNETIC THIN FILMS MAY BE USED FOR LOGIC OR STORAGE ELEMENTS.
- MAGNITUDE
THE SIZE OR MASS. THE ABSOLUTE VALUE OF A NUMBER.
- MAIN FRAME
THE MAIN PART OF THE COMPUTER, I.E., THE ARITHMETIC OR LOGIC UNIT. THE CENTRAL PROCESSING UNIT.
- * MAINTENANCE
TESTS, MEASUREMENTS, REPLACEMENTS, ADJUSTMENTS, AND REPAIRS INTENDED TO KEEP EQUIPMENT OR PROGRAMS IN SATISFACTORY WORKING ORDER.
- MAJOR TOTAL
THE RESULT WHEN A SUMMATION IS TERMINATED BY THE MOST SIGNIFICANT CHANGE OF GROUP.
- * MAJORITY
A LOGICAL OPERATOR HAVING THE PROPERTY THAT IF P IS A STATEMENT, Q IS A STATEMENT, R IS A STATEMENT, . . . , THEN THE MAJORITY OF P, Q, R, . . . , IS TRUE IF AND ONLY IF MORE THAN HALF THE STATEMENTS ARE TRUE, FALSE IF HALF OR LESS ARE TRUE.
- * MALFUNCTION
THE EFFECT OF A FAULT.
- MANTISSA
THE FRACTIONAL PART OF A LOGARITHM, E.G., IN THE LOGARITHM 2.5, 2 IS THE CHARACTERISTIC AND 5 IS THE MANTISSA.
- MANUAL EXCHANGE
AN EXCHANGE WHERE CALLS ARE COMPLETED BY AN OPERATOR.
- * MANUAL INPUT
 1. THE ENTRY OF DATA BY HAND INTO A DEVICE AT THE TIME OF PROCESSING.
 2. THE DATA ENTERED AS IN 1.
- MANUAL OPERATION
PROCESSING OF DATA IN A SYSTEM BY DIRECT MANUAL TECHNIQUES.
- * MAP
TO ESTABLISH A CORRESPONDENCE BETWEEN THE ELEMENTS OF ONE SET AND THE ELEMENTS OF ANOTHER SET.
- MAPPING
 1. A TRANSFORMATION FROM ONE SET TO ANOTHER SET.
 2. A CORRESPONDENCE.
- MARGIN-PUNCHED CARD
A CARD PUNCHED ONLY ON THE BORDER WITH HOLES TO REPRESENT DATA, THEREBY LEAVING THE CENTER FREE FOR WRITTEN OR PRINTED INFORMATION.
- * MARGINAL CHECK
A PREVENTIVE MAINTENANCE PROCEDURE IN WHICH CERTAIN OPERATING CONDITIONS, (E.G., SUPPLY VOLTAGE OR FREQUENCY) ARE VARIED ABOUT THEIR NOMINAL VALUES IN ORDER TO DETECT AND LOCATE INCIDENT DEFECTIVE PARTS.
- * MARK
SAME AS FLAG.
- MARK-SENSE
TO MARK A POSITION ON A PUNCHED CARD WITH AN ELECTRICALLY CONDUCTIVE PENCIL, FOR LATER CONVERSION TO MACHINE PUNCHING.
- * MASK
SAME AS FILTER AS IN 1.
- MASS DATA
A RELATIVE AMOUNT OF DATA, USUALLY LARGER THAN CAN BE STORED IN THE CENTRAL PROCESSING UNIT OF A COMPUTER AT ANY ONE TIME.
- MASS STORAGE (ON-LINE)
THE STORAGE OF A LARGE AMOUNT OF DATA WHICH IS ALSO READILY ACCESSIBLE TO THE CENTRAL PROCESSING UNIT OF A COMPUTER.
- MASTER CLOCK
THE PRIMARY SOURCE OF TIMING SIGNALS USED TO CONTROL THE TIMING OF PULSES.
- MASTER FILE
A MAIN REFERENCE FILE OF INFORMATION.
- MATHEMATICAL MODEL
A MATHEMATICAL REPRESENTATION OF A PROCESS, DEVICE OR CONCEPT.
- MATHEMATICAL PROGRAMMING
SAME AS LINEAR PROGRAMMING, Q.V.
- MATRIX
AN ARRAY. ITEMS ARRANGED IN A PATTERN.
- MAXIMAL
HIGHEST OR GREATEST.
- MECHANICAL TRANSLATION
A GENERIC TERM FOR LANGUAGE TRANSLATION BY COMPUTERS OR SIMILAR EQUIPMENT.
- MEDIA
THE PLURAL FORM OF MEDIUM.
- * MEDIUM
THE MATERIAL OR CONFIGURATION THEREOF ON WHICH DATA IS RECORDED, E.G., PAPER TAPE, CARDS, MAGNETIC TAPE, ETC.
- MEGACYCLE
ONE MILLION CYCLES PER SECOND.
- * MEMORY
SAME AS STORAGE. MEMORY USUALLY REFERS TO THE HUMAN FUNCTION, STORAGE TO THE MACHINE FUNCTION.
- MEMORY DUMP
SEE STORAGE DUMP.
- * MERCURY STORAGE
A STORAGE DEVICE THAT UTILIZES THE ACOUSTIC PROPERTIES OF MERCURY TO STORE DATA.
- * MERGE
TO COMBINE TWO OR MORE FILES INTO ONE, USUALLY IN A SPECIFIED ORDER. SIMILAR TO COLLABORATE.
- MESSAGE
A FINITE SEQUENCE OF LETTERS, DIGITS, SYMBOLS, ETC.
- MESSAGE ROUTING
THE FUNCTION OF SELECTING THE ROUTE, OR ALTERNATE ROUTE, FOR A MESSAGE.
- MESSAGE SWITCHING
THE TECHNIQUE OF RECEIVING A MESSAGE, STORING IT UNTIL THE PROPER OUTGOING CIRCUIT IS AVAILABLE, AND THEN RETRANSMITTING IT.
- * MICR
MAGNETIC INK CHARACTER RECOGNITION.

MICROPROGRAMMING
MACHINE-LANGUAGE CODING IN WHICH THE CODER BUILDS HIS OWN MACHINE INSTRUCTIONS FROM THE PRIMITIVE BASIC INSTRUCTIONS BUILT INTO THE HARDWARE.

MICROSECOND
ONE MILLIONTH OF A SECOND.

MICROWAVE
AN ELECTROMAGNETIC WAVE IN THE SUPER-HIGH FREQUENCY RADIO SPECTRUM (1,000 TO 300,000 MEGACYCLES PER SECOND).

MILLIMICROSECOND
SEE NANOSECOND.

MILLISECOND
ONE THOUSANDTH OF A SECOND.

MINICARD
AN EASTMAN KODAK TRADEMARK DESIGNATING ITS PHOTOGRAPHIC SYSTEM FOR INFORMATION STORAGE AND RETRIEVAL.

MINIMAL
LOWEST OR LEAST.

*** MINIMUM DISTANCE CODE**
A BINARY CODE IN WHICH THE SIGNAL DISTANCE DOES NOT FALL BELOW A SPECIFIED MINIMUM VALUE.

MINOR TOTAL
THE RESULT WHEN A SUMMATION IS TERMINATED BY THE LEAST SIGNIFICANT CHANGE OF GROUP.

MINUEND
THE QUANTITY FROM WHICH ANOTHER QUANTITY IS SUBTRACTED.

*** MISTAKE**
A HUMAN ACTION THAT PRODUCES AN UNINTENDED RESULT.

*** MIXED RADIX NOTATION**
A RADIX NOTATION THAT USES MORE THAN ONE RADIX, E.G., BIQUINARY NOTATION.

MNEMONIC CODE
A TECHNIQUE TO ASSIST THE HUMAN MEMORY. A MNEMONIC CODE RESEMBLES THE ORIGINAL WORD AND IS USUALLY EASY TO REMEMBER, E.G., MPY FOR MULTIPLY AND ACC FOR ACCUMULATOR.

MOD/DEMOD
ABBREVIATED FORM FOR MODULATING AND DEMODULATING UNITS.

MODE
1. A METHOD OF OPERATION, E.G., THE BINARY MODE, THE INTERPRETIVE MODE, THE ALPHAMERIC MODE, ETC.
2. THE MOST FREQUENT VALUE IN THE STATISTICAL SENSE.

MODEM
ACRONYM FOR MODULATOR DEMODULATOR UNIT.

MODIFY
TO ALTER A PART OF AN INSTRUCTION OR ROUTINE.

MODULATION
THE PROCESS BY WHICH SOME CHARACTERISTIC OF ONE WAVE IS VARIED IN ACCORDANCE WITH ANOTHER WAVE.

MODULO
A MATHEMATICAL OPERATOR WHICH YIELDS THE REMAINDER FUNCTION OF DIVISION. THUS $39 \text{ MODULO } 6 = 3$.

*** MONADIC OPERATION**
AN OPERATION ON ONE OPERAND, E.G., NEGATION.

MONITOR
TO CONTROL THE OPERATION OF SEVERAL UNRELATED ROUTINES AND MACHINE RUNS SO THAT THE COMPUTER AND COMPUTER TIME ARE USED ADVANTAGEOUSLY.

MONTE CARLO METHOD
ANY PROCEDURE THAT INVOLVES STATISTICAL SAMPLING TECHNIQUES IN ORDER TO OBTAIN A PROBABILISTIC APPROXIMATION TO THE SOLUTION OF A MATHEMATICAL OR PHYSICAL PROBLEM. THE BRANCH OF LINGUISTIC STUDY WHICH DEALS WITH THE HISTORY AND FUNCTIONS OF DERIVATIONAL FORMS AND INFLECTIONS.

*** MULTILEVEL ADDRESS**
SAME AS INDIRECT ADDRESS.

MULTIPLE ADDRESS MESSAGE
A MESSAGE TO BE DELIVERED TO MORE THAN ONE DESTINATION.

MULTIPLE CONNECTOR
A CONNECTOR TO INDICATE THE MERGING OF SEVERAL LINES OF FLOW INTO ONE LINE, OR THE DISPERSAL OF ONE LINE OF FLOW INTO SEVERAL LINES.

*** MULTIPLEXING**
THE INTERLEAVED OR SIMULTANEOUS TRANSMISSION OF TWO OR MORE MESSAGES FOR A SINGLE CHANNEL.

MULTIPLICAND
THE QUANTITY WHICH IS MULTIPLIED BY ANOTHER QUANTITY.

MULTIPLIER
THE QUANTITY WHICH IS USED TO MULTIPLY ANOTHER QUANTITY.

MULTIPLIER-QUOTIENT REGISTER
A REGISTER IN WHICH THE MULTIPLIER FOR MULTIPLICATION IS PLACED AND IN WHICH THE QUOTIENT FOR DIVISION IS DEVELOPED.

MULTIPOINT CIRCUIT
A CIRCUIT INTERCONNECTING SEVERAL LOCATIONS WHERE INFORMATION TRANSMITTED OVER THE CIRCUIT IS AVAILABLE AT ALL LOCATIONS SIMULTANEOUSLY.

MULTIPROCESSOR
A MACHINE WITH MULTIPLE ARITHMETIC AND LOGIC UNITS FOR SIMULTANEOUS USE.

*** MULTIPROGRAMMING**
THE INTERLEAVED OR SIMULTANEOUS EXECUTION OF TWO OR MORE PROGRAMS BY A SINGLE COMPUTER.

MULTIVIBRATOR
A TYPE OF RELAXATION OSCILLATOR USED FOR THE GENERATION OF NONSINUSOIDAL WAVES IN WHICH THE OUTPUT OF EACH OF ITS TWO TUBES IS COUPLED TO THE INPUT OF THE OTHER TO SUSTAIN OSCILLATIONS.

MYLAR
A DUPONT TRADEMARK FOR POLYESTER FILM OFTEN USED AS A BASE FOR MAGNETICALLY COATED OR PERFORATED INFORMATION MEDIA.

N-CUBE
A TERM USED IN SWITCHING THEORY TO INDICATE TWO N-1 CUBES WITH CORRESPONDING POINTS CONNECTED.

N-DIMENSIONAL CUBE
SEE N-CUBE.

*** N-LEVEL ADDRESS**
AN ADDRESS WHERE N SPECIFIES THE NUMBER OF LEVELS OF ADDRESSING.

N-LEVEL LOGIC
PERTAINING TO A COLLECTION OF GATES SO CONNECTED THAT NOT MORE THAN N GATES APPEAR IN SERIES.

N-PLUS-ONE ADDRESS INSTRUCTION
A MULTIPLE-ADDRESS INSTRUCTION OF WHICH ONE ADDRESS SPECIFIES THE LOCATION OF THE NEXT INSTRUCTION OF THE NORMAL SEQUENCE TO BE EXECUTED.

N-TUPLE
A COLLECTION OF N ELEMENTS, USUALLY ORDERED, E.G., $X_1, X_2, \dots, X_N$.

N-VARIABLE CUBE
SEE N-CUBE.

NAME
A TERM OF ONE OR MORE WORDS TO IDENTIFY ONE OF A GENERAL CLASS OF ITEMS, E.G., TO IDENTIFY A PERSON, MACHINE COMPONENT, OPERATION CODE, FUNCTION, ETC.

NAND
A LOGICAL OPERATOR HAVING THE PROPERTY THAT IF P IS A STATEMENT, Q IS A STATEMENT, . . . , THEN THE NAND OF P, Q, R, . . . IS TRUE IF AT LEAST ONE STATEMENT IS FALSE, FALSE IF ALL STATEMENTS ARE TRUE. (AN AND INVERT A NEGATED AND.)

NANOSECOND
ONE THOUSAND MILLIONTH OF A SECOND.

*** NATURAL LANGUAGE**
A LANGUAGE WHOSE RULES REFLECT AND DESCRIBE CURRENT USAGE RATHER THAN PRESCRIBED USAGE.

NEEDLE
A PROBE USED ON DECKS OF PUNCHED CARDS.

*** NEGATION**
THE NOT LOGICAL OPERATION.

NESTING
INCLUDING A ROUTINE OR BLOCK OF DATA WITHIN A LARGER ROUTINE OR BLOCK OF DATA.

NETWORK
A SERIES OF INTERCONNECTED POINTS.

*** NETWORK ANALYZER**
A SIMULATOR FOR THE STUDY OF A NETWORK, E.G., ELECTRICAL SUPPLY NETWORK.

NEXUS
A CONNECTION OR INTERCONNECTION. A TIE OR LINK.

*** NINES COMPLEMENT**
A RADIX-MINUS-ONE COMPLEMENT WITH THE RADIX EQUAL TO TEN.

*** NOISE**
1. RANDOM VARIATIONS OF ONE OR MORE CHARACTERISTICS OF ANY ENTITY SUCH AS VOLTAGE, CURRENT, AND DATA.
2. LOOSELY, ANY DISTURBANCE TENDING TO INTERFERE WITH THE NORMAL OPERATION OF A DEVICE OR SYSTEM.

NOISY MODE
A FLOATING POINT ARITHMETIC PROCEDURE ASSOCIATED WITH NORMALIZATION IN WHICH DIGITS OTHER THAN ZERO ARE INTRODUCED IN THE LOW-ORDER POSITIONS DURING THE LEFT SHIFT.

*** NON-DESTRUCTIVE READING**
A READING PROCESS THAT DOES NOT DESTROY THE DATA IN THE SOURCE.

NONEQUIVALENCE
SEE EXCLUSIVE OR.

NONEQUIVALENCE ELEMENT
A LOGIC ELEMENT WHOSE ACTION REPRESENTS THE BOOLEAN CONNECTIVE EXCLUSIVE OR.

*** NON-ERASABLE STORAGE**
SAME AS FIXED STORAGE.

NON-PRINT
AN IMPULSE THAT INHIBITS LINE PRINTING UNDER MACHINE CONTROL.

NONVOLATILE STORAGE
A STORAGE MEDIUM WHICH RETAINS ITS INFORMATION IN THE ABSENCE OF POWER.

*** NO-OP**
AN INSTRUCTION THAT SPECIFICALLY INSTRUCTS THE COMPUTER TO DO NOTHING BUT PROCEED TO THE NEXT INSTRUCTION IN SEQUENCE.

NOR
THE BOOLEAN OPERATOR WHICH GIVES A TRUTH TABLE VALUE OF TRUE ONLY WHEN BOTH OF THE VARIABLES CONNECTED BY THE LOGICAL OPERATOR ARE FALSE, I.E., THE NEGATION OF INCLUSIVE OR.

NOR-GATE
A GATE WHOSE OUTPUT IS ENERGIZED WHEN AND ONLY WHEN NONE OF THE INPUTS IS IN ITS PRESCRIBED STATE.

NORMAL STAGE PUNCHING
A SYSTEM IN WHICH ONLY THE EVEN-NUMBERED ROWS OF THE BRITISH STANDARD CARD ARE PUNCHED.

*** NORMAL-DIRECTION FLOW**
A FLOW IN A DIRECTION FROM LEFT TO RIGHT OR TOP TO BOTTOM.

*** NORMALIZE**
TO ADJUST THE REPRESENTATION OF A QUANTITY SO THAT IT LIES IN A PRESCRIBED RANGE.

*** NOT**
A LOGICAL OPERATOR HAVING THE PROPERTY THAT IF P IS A STATEMENT, THEN THE NOT OF P IS TRUE IF P IS FALSE, FALSE IF P IS TRUE.

NOTATION
A REPRESENTATIONAL SYSTEM WHICH UTILIZES CHARACTERS AND SYMBOLS IN POSITIONAL RELATIONSHIPS TO EXPRESS INFORMATION.

NOT-CIRCUIT
A CIRCUIT IN WHICH THE OUTPUT SIGNAL HAS THE OPPOSITE PHASE OR POLARITY FROM THE INPUT SIGNAL.

NULL
A LACK OF INFORMATION, AS CONTRASTED WITH ZERO OR BLANK FOR THE PRESENCE OF NO INFORMATION.

*** NUMBER**
1. A MATHEMATICAL ENTITY DENOTING QUANTITY OR AMOUNT OF UNITS.
2. LOOSELY, A NUMERAL.

*** NUMBER SYSTEM**
A SYSTEM FOR THE REPRESENTATION OF NUMBERS, E.G., POSITIONAL NOTATION.

*** NUMERAL**
A NUMBER REPRESENTATION.

NUMERIC CHARACTER
SEE DIGIT.

NUMERIC CODING
CODING WHICH USES DIGITS ONLY TO REPRESENT DATA AND INSTRUCTIONS.

NUMERIC PUNCH
A PUNCH IN ANY OF ROWS 1 THRU 9 ON AN IBM CARD.

* NUMERICAL ANALYSIS
THE STUDY OF METHODS OF OBTAINING USEFUL QUANTITATIVE SOLUTIONS TO PROBLEMS THAT HAVE BEEN EXPRESSED MATHEMATICALLY, INCLUDING THE STUDY OF THE ERRORS AND BOUNDS ON ERRORS IN OBTAINING SUCH SOLUTIONS.

NUMERICAL CONTROL
THAT FIELD OF COMPUTER ACTIVITY WHICH CENTERS AROUND THE CONTROL OF MACHINE TOOLS BY MECHANICAL DEVICES, E.G., A COMPUTER CAN CONTROL ASSEMBLY LINE TOOLS FOR MACHINING.

* OBJECT LANGUAGE
SAME AS TARGET LANGUAGE.

OBJECT LANGUAGE PROGRAM
SEE OBJECT ROUTINE.

* OBJECT PROGRAM
SAME AS TARGET PROGRAM.

OBJECT ROUTINE
THE MACHINE-LANGUAGE ROUTINE WHICH IS THE OUTPUT AFTER TRANSLATION FROM THE SOURCE LANGUAGE. THE RUNNING ROUTINE.

* OCR
OPTICAL CHARACTER RECOGNITION.

* OCTAL
1. PERTAINING TO A CHARACTERISTIC OR PROPERTY INVOLVING A SELECTION, CHOICE OR CONDITION IN WHICH THERE ARE EIGHT POSSIBILITIES.
2. PERTAINING TO THE NUMBER REPRESENTATION SYSTEM WITH A RADIX OF EIGHT.

* ODD-EVEN CHECK
SAME AS PARITY CHECK.

* OFF-LINE
PERTAINING TO PERIPHERAL EQUIPMENT OR DEVICES NOT IN DIRECT COMMUNICATION WITH THE CENTRAL PROCESSING UNIT OF A COMPUTER.

* OFFLINE STORAGE
STORAGE NOT UNDER CONTROL OF THE CENTRAL PROCESSING UNIT.

OFFSET STACKER
A CARD STACKER WHICH CAN STACK CARDS SELECTIVELY UNDER MACHINE CONTROL SO THAT THEY PROTRUDE FROM THE BALANCE OF THE DECK TO GIVE PHYSICAL IDENTIFICATION.

ON-DEMAND SYSTEM
A SYSTEM FROM WHICH INFORMATION OR SERVICE IS AVAILABLE AT TIME OF REQUEST.

ONE-ADDRESS INSTRUCTION
AN INSTRUCTION WHICH CONTAINS ONLY ONE ADDRESS.

ONE-FOR-ONE
A PHRASE OFTEN ASSOCIATED WITH AN ASSEMBLY ROUTINE WHERE ONE SOURCE LANGUAGE INSTRUCTION IS CONVERTED TO ONE MACHINE LANGUAGE INSTRUCTION.

* ONE-LEVEL ADDRESS
SAME AS DIRECT ADDRESS.

* ONE-PLUS-ONE ADDRESS
SEE ADDRESS FORMAT.

* ONES COMPLEMENT
A RADIX-MINUS-ONE COMPLEMENT WITH THE RADIX EQUAL TO TWO.

* ONLINE
PERTAINING TO PERIPHERAL EQUIPMENT OR DEVICES IN DIRECT COMMUNICATION WITH THE CENTRAL PROCESSING UNIT OF A COMPUTER.

* ONLINE STORAGE
STORAGE UNDER DIRECT CONTROL OF THE CENTRAL PROCESSING UNIT.

ONOMASTICON
A VOCABULARY OF PROPER OR SPECIAL NAMES, E.G., A LIST OF TITLES, CHEMICAL COMPOUNDS, COMPANIES, EXECUTIVES, ETC.

OPEN-ENDED
HAVING THE CAPABILITY OF BEING EXTENDED OR EXPANDED.

OPEN ROUTINE
A ROUTINE WHICH CAN BE INSERTED DIRECTLY INTO A LARGER ROUTINE WITHOUT A LINKAGE OR CALLING SEQUENCE.

OPEN SHOP
A COMPUTING INSTALLATION AT WHICH COMPUTER PROGRAMMING, CODING AND OPERATING CAN BE PERFORMED BY ANY QUALIFIED COMPANY EMPLOYEE.

* OPEN SUBROUTINE
A SUBROUTINE THAT MUST BE RELOCATED AND INSERTED INTO THE MAIN ROUTINE AT EACH PLACE IT IS USED.

* OPERAND
THAT WHICH IS OPERATED UPON. THE OPERANDS ARE USUALLY IDENTIFIED BY THE ADDRESS PARTS OF THE INSTRUCTIONS.

* OPERATING SYSTEM
AN ORGANIZED COLLECTION OF TECHNIQUES AND PROCEDURES FOR OPERATING A COMPUTER.

* OPERATION
1. A DEFINED ACTION, NAMELY, THE ACT OF OBTAINING A RESULT FROM ONE OR MORE OPERANDS IN ACCORDANCE WITH A RULE THAT COMPLETELY SPECIFIES THE RESULT FOR ANY PERMISSIBLE COMBINATION OF OPERANDS.
2. THE SET OF SUCH ACTS SPECIFIED BY SUCH A RULE OR THE RULE ITSELF.
3. THE ACT SPECIFIED BY A SINGLE COMPUTER INSTRUCTION.
4. A PROGRAM STEP UNDERTAKEN OR EXECUTED BY A COMPUTER, E.G., ADDITION, MULTIPLICATION, EXTRACTION, COMPARISON, SHIFT OR TRANSFER. THE OPERATION IS USUALLY SPECIFIED BY THE OPERATION PART OF AN INSTRUCTION.
5. THE EVENT OR SPECIFIC ACTION PERFORMED BY A LOGIC ELEMENT.

* OPERATION CODE
THE CODE THAT REPRESENTS THE SPECIFIC OPERATIONS OF A COMPUTER.

* OPERATOR
1. IN THE DESCRIPTION OF A PROCESS, THAT WHICH INDICATES THE ACTION TO BE PERFORMED ON OPERANDS.
2. A PERSON WHO OPERATES A MACHINE.

* OPERATOR PART
A PART OF AN INSTRUCTION WORD THAT SPECIFIES AN OPERATOR.

OPTICAL SCANNING
A TECHNIQUE FOR MACHINE RECOGNITION OF CHARACTERS BY THEIR IMAGES.

OPTIMIZE
TO ARRANGE THE INSTRUCTIONS OR DATA IN STORAGE SO THAT A MINIMUM AMOUNT OF MACHINE TIME IS SPENT FOR ACCESS WHEN INSTRUCTIONS OR DATA ARE CALLED OUT.

OPTIMUM PROGRAMMING
A TERM WITH SEVERAL AMBIGUOUS CONNOTATIONS ALL OF WHICH ARE MORE EXPLICITLY INDICATED BY OTHER TERMS, SUCH AS LINEAR PROGRAMMING OR MINIMUM ACCESS PROGRAMMING.

* OR
A LOGICAL OPERATOR HAVING THE PROPERTY THAT IF P IS A STATEMENT, Q IS A STATEMENT, R IS A STATEMENT,..., THEN THE OR OF P,Q,R,..., IS TRUE IF AND ONLY IF AT LEAST ONE IS TRUE, FALSE IF ALL ARE FALSE. P OR Q IS OFTEN REPRESENTED BY P+Q, P $\vee$ Q, P $\vee$ Q.

OR-CIRCUIT
A CIRCUIT IN WHICH THE PHASE OR POLARITY OF THE OUTPUT SIGNAL RESULTS FROM THE INCLUSIVE-OR FUNCTION APPLIED TO THE PHASE OR POLARITY OF THE INPUT SIGNALS.

* ORDER
1. TO PUT ITEMS IN A GIVEN SEQUENCE.
2. FORMERLY, SAME AS INSTRUCTION

ORDERING
SORTING OR SEQUENCING.

OR-GATE
A GATE WHOSE OUTPUT IS ENERGIZED WHEN ANY ONE OR MORE OF THE INPUTS ARE IN THEIR PRESCRIBED STATE. AN OR-GATE PERFORMS THE FUNCTION OF THE LOGICAL INCLUSIVE-OR.

ORIGIN
1. THE ABSOLUTE STORAGE ADDRESS OF THE BEGINNING OF A PROGRAM OR BLOCK
2. IN RELATIVE CODING, THE ABSOLUTE STORAGE ADDRESS TO WHICH ADDRESSES IN A REGION ARE REFERENCED.

OSCILLOSCOPE
AN INSTRUMENT FOR SHOWING VISUALLY THE CHANGES IN A VARYING CURRENT OR VOLTAGE.

* OUTPUT
1. THAT DATA THAT HAS BEEN PROCESSED.
2. THE STATE OR SEQUENCE OF STATES OCCURRING ON A SPECIFIED OUTPUT CHANNEL.
3. THE DEVICE OR COLLECTIVE SET OF DEVICES USED FOR TAKING DATA OUT OF A DEVICE.
4. A CHANNEL FOR EXPRESSING A STATE ON A DEVICE OR LOGIC ELEMENT.
5. THE PROCESS OF TRANSFERRING DATA FROM AN INTERNAL STORAGE TO AN EXTERNAL STORAGE.
6. PERTAINING TO ANY ENTITIES SUCH AS ARE CITED ABOVE.

OUTPUT AREA
THE AREA OF INTERNAL STORAGE FROM WHICH DATA IS TRANSFERRED TO EXTERNAL STORAGE.

OVERFLOW
1. THAT PORTION OF DATA THAT EXCEEDS THE CAPACITY OF THE ALLOCATED UNIT OF STORAGE.
2. PERTAINING TO THE GENERATION OF OVERFLOW AS IN (1).

OVERFLOW INDICATOR
A BI-STABLE TRIGGER WHICH CHANGES STATE WHEN OVERFLOW OCCURS IN THE REGISTER WITH WHICH IT IS ASSOCIATED. IT MAY BE INTERROGATED AND/OR RESTORED TO THE ORIGINAL STATE.

OVERFLOW POSITION
AN EXTRA POSITION IN THE REGISTER IN WHICH THE OVERFLOW DIGIT IS DEVELOPED.

OVERLAY
THE TECHNIQUE OF REPEATEDLY USING THE SAME BLOCKS OF INTERNAL STORAGE DURING DIFFERENT STAGES OF A PROBLEM, E.G., WHEN ONE ROUTINE IS NO LONGER NEEDED IN INTERNAL STORAGE, ANOTHER ROUTINE CAN REPLACE ALL OR PART OF THAT STORAGE.

OVERPUNCH
A SECOND HOLE IN A CARD COLUMN WHICH IS ABOVE THE ORIGINAL ONE.

PACK
TO COMBINE TWO OR MORE UNITS OF INFORMATION INTO A SINGLE PHYSICAL UNIT TO CONSERVE STORAGE.

* PACKING DENSITY
THE NUMBER OF USEFUL STORAGE ELEMENTS PER UNIT OF DIMENSION, E.G., THE NUMBER OF BITS PER INCH STORED ON A MAGNETIC TAPE OR DRUM TRACK.

PADDING
A TECHNIQUE USED TO FILL OUT A BLOCK OF INFORMATION WITH DUMMY RECORDS, WORDS OR CHARACTERS.

PAGE PRINTER
A PRINTER IN WHICH AN ENTIRE PAGE OF CHARACTERS IS COMPOSED AND DETERMINED WITHIN THE DEVICE PRIOR TO PRINTING.

PANEL
SEE CONSOLE. SEE CONTROL PANEL.

PAPER TAPE READER
A DEVICE WHICH SENSES AND TRANSLATES THE HOLES IN PERFORATED TAPE INTO INTERNAL FORM.

* PARALLEL
1. PERTAINING TO THE SIMULTANEITY OF TWO OR MORE SIMILAR OR IDENTICAL PROCESSES.
2. PERTAINING TO THE SIMULTANEOUS PROCESSING OF THE INDIVIDUAL PARTS OF A WHOLE, SUCH AS THE BITS OF A CHARACTER AND THE CHARACTERS OF A WORD, USING SEPARATE FACILITIES FOR THE VARIOUS PARTS.

* PARALLEL SEARCH STORAGE
SAME AS ASSOCIATIVE STORAGE.

* PARALLEL STORAGE
A STORAGE DEVICE WHEREIN CHARACTERS, WORDS, OR DIGITS ARE DEALT WITH SIMULTANEOUSLY.

* PARAMETER
A VARIABLE THAT IS GIVEN A CONSTANT VALUE FOR A SPECIFIC PURPOSE OR PROCESS.

PARENTHESIS-FREE NOTATION
SEE PREFIX NOTATION.

PARITY BIT
A REDUNDANT BIT ADDED TO A GROUP OF BITS SO THAT AN INACCURATE RETRIEVAL OF THAT GROUP OF BITS IS DETECTED.

* PARITY CHECK
A CHECK WHICH TESTS WHETHER THE NUMBER OF ONES (OR ZEROS) IN AN ARRAY OF BINARY DIGITS IS ODD OR EVEN.

* **PARTIAL CARRY**
A TECHNIQUE IN PARALLEL ADDITION WHEREIN SOME OR ALL OF THE CARRIES ARE STORED TEMPORARILY INSTEAD OF BEING ALLOWED TO PROPAGATE IMMEDIATELY.

PARTITIONING
SUBDIVIDING ONE LARGE BLOCK INTO SMALLER SUBUNITS WHICH CAN BE HANDLED MORE CONVENIENTLY, E.G., PARTITIONING A MATRIX.

PARTS PROGRAMMER
A PROGRAMMER WHO TRANSLATES THE PHYSICAL EXPLANATION FOR MACHINING A PART INTO A SERIES OF MATHEMATICAL STEPS, AND THEN CODES THE COMPUTER INSTRUCTIONS FOR THOSE STEPS.

PASS
SEE MACHINE RUN.

PATCH
TO CORRECT OR CHANGE THE CODING AT A PARTICULAR LOCATION BY INSERTING TRANSFER INSTRUCTIONS AT THAT LOCATION AND BY ADDING ELSEWHERE THE NEW INSTRUCTIONS AND THE REPLACED INSTRUCTIONS.

PATCHBOARD
SEE CONTROL PANEL.

* **PATTERN RECOGNITION**
THE IDENTIFICATION OF SHAPES, FORMS OR CONFIGURATIONS BY AUTOMATIC MEANS.

* **PATTERN-SENSITIVE FAULT**
A FAULT THAT APPEARS IN RESPONSE TO SOME PARTICULAR PATTERN OF DATA.

PEEK-A-BOO
A METHOD FOR CHECKING THE PRESENCE OR ABSENCE OF PUNCHED HOLES IN IDENTICAL LOCATIONS ON CARDS BY PLACING ONE CARD ON TOP OF ANOTHER CARD. SEE ALSO BATTEN SYSTEM.

PERFORATED
A MORE SUITABLE WORD TO USE IN COMBINATION WITH PAPER TAPE THAN THE WORD PUNCHED, E.G., PERFORATED TAPE INCLUDES PUNCHED PAPER TAPE.

PERFORATOR
MANUALLY OPERATED EQUIPMENT WHICH PUNCHES HOLES IN TAPE.

PERIPHERAL EQUIPMENT
SEE AUXILIARY EQUIPMENT.

* **PERMANENT STORAGE**
SAME AS FIXED STORAGE.

PERMUTATION
ANY OF THE TOTAL NUMBER OF CHANGES IN POSITION OR FORM THAT ARE POSSIBLE IN A GROUP.

PHONEME
A PRIMITIVE UNIT OF AUDITORY SPEECH IN A GIVEN LANGUAGE.

* **PINBOARD**
A PERFORATED BOARD THAT ACCEPTS MANUALLY INSERTED PINS TO DIRECT THE OPERATION OF EQUIPMENT.

PINFEEED PLATEN
A CYLINDRICAL PLATEN WHICH DRIVES THE PAPER BY MEANS OF INTEGRAL RINGS OF PINS ENGAGING PERFORATED HOLES, RATHER THAN PRESSURE.

PLATEN
A BACKING, COMMONLY CYLINDRICAL, AGAINST WHICH PRINTING MECHANISMS STRIKE TO PRODUCE AN IMPRESSION.

PLOT
TO MAP OR DIAGRAM. TO CONNECT THE POINT-BY-POINT COORDINATE VALUES.

PLOTTING BOARD
AN OUTPUT UNIT WHICH PLOTS THE CURVES OF ONE OR MORE VARIABLES AS A FUNCTION OF ONE OR MORE OTHER VARIABLES.

PLUGBOARD
SEE CONTROL PANEL.

PLUG-IN UNIT
A SELF-CONTAINED CIRCUIT ASSEMBLY.

* **POINT**
IN POSITIONAL NOTATION, THE CHARACTER OR IMPLIED CHARACTER THAT SEPARATES THE INTEGRAL PART OF A NUMERICAL EXPRESSION FROM THE FRACTIONAL PART, E.G., A DECIMAL POINT OR BINARY POINT.

POLISH NOTATION
A SPECIFIC FORM OF PREFIX NOTATION.

POLL
A FLEXIBLE, SYSTEMATIC METHOD, CENTRALLY CONTROLLED, FOR PERMITTING STATIONS ON A MULTIPOINT CIRCUIT TO TRANSMIT WITHOUT CONTENDING FOR THE LINE.

* **POSITIONAL NOTATION**
A NUMBER REPRESENTATION BY MEANS OF AN ORDERED SET OF DIGITS, SUCH THAT THE VALUE CONTRIBUTED BY EACH DIGIT DEPENDS ON ITS POSITION AS WELL AS ON THE DIGIT VALUE.

POST
TO ENTER A UNIT OF INFORMATION ON A RECORD.

POST-EDIT
TO EDIT OUTPUT DATA FROM A PREVIOUS COMPUTATION.

* **POST MORTEM**
PERTAINING TO THE ANALYSIS OF AN OPERATION AFTER ITS COMPLETION.

* **POSTMORTEM DUMP**
A STATIC DUMP TO BE USED FOR DEBUGGING PURPOSES THAT IS PERFORMED AT THE END OF A MACHINE RUN.

POWER OF A NUMBER
THE EXPONENT.

PREANALYSIS
AN INITIAL REVIEW OF THE TASK TO BE ACCOMPLISHED BY THE COMPUTER IN ORDER TO INCREASE THE EFFICIENCY OF THAT TASK.

PRECISION
THE DEGREE OF EXACTNESS WITH WHICH A QUANTITY IS STATED.

* **PREDEFINED PROCESS**
A PROCESS THAT IS IDENTIFIED ONLY BY NAME AND THAT IS SPECIFIED ELSEWHERE.

PRE-EDIT
TO EDIT INPUT DATA PRIOR TO COMPUTATION.

PREFIX NOTATION
A METHOD OF FORMING ONE-DIMENSIONAL EXPRESSIONS WITHOUT NEED FOR BRACKETS BY PRECEDING, WITH A STRING OR VECTOR OF OPERATORS, AN OPERAND STRING OR VECTOR WHICH MAY ITSELF CONTAIN OPERATORS UPON OPERANDS.

PRESELECTION
A PROGRAMMING TECHNIQUE IN BUFFERED COMPUTERS IN WHICH A BLOCK OF INFORMATION IS READ INTO THE INPUT BUFFER REGISTER FROM THE NEXT INPUT TAPE TO BE CALLED UPON.

* **PRESET**
TO ESTABLISH AN INITIAL CONDITION, SUCH AS THE CONTROL VALUES OF A LOOP.

PREVENTIVE MAINTENANCE
A MAINTENANCE PLAN WHICH IS DESIGNED TO PREVENT FAILURES RATHER THAN CORRECT MALFUNCTIONS.

PRIMARY STORAGE
THE MAIN INTERNAL STORAGE.

PRIMITIVE
A BASIC OR FUNDAMENTAL UNIT, OFTEN REFERRING TO THE LOWEST LEVEL OF A MACHINE INSTRUCTION OR LOWEST UNIT OF LANGUAGE TRANSLATION.

PRINT WHEEL
A SINGLE ELEMENT PROVIDING THE CHARACTER SET AT ONE PRINTING POSITION OF A WHEEL PRINTER.

PRINTER
A DEVICE WHICH EXPRESSES CODED CHARACTERS AS HARD COPY.

PRIORITY INDICATORS
INFORMATION WHICH IS USED TO ORDER A QUEUE.

PRIVATE AUTOMATIC BRANCH EXCHANGE (PABX)
A PRIVATE AUTOMATIC EXCHANGE WHICH PROVIDES FOR THE TRANSMISSION OF CALLS TO AND FROM THE PUBLIC TELEPHONE NETWORK.

PRIVATE AUTOMATIC EXCHANGE (PAX)
A DIAL EXCHANGE WHICH PROVIDES PRIVATE TELEPHONE SERVICE TO AN ORGANIZATION, BUT WHICH DOES NOT ALLOW CALLS TO BE TRANSMITTED TO OR FROM THE PUBLIC TELEPHONE NETWORK.

PRIVATE BRANCH EXCHANGE (PBX)
A MANUAL OR DIAL EXCHANGE, CONNECTED TO THE PUBLIC TELEPHONE NETWORK, LOCATED ON A CUSTOMER'S PREMISES AND OPERATED BY HIS EMPLOYEES.

PRIVATE LINE (WIRE) SERVICE
A CHANNEL FURNISHED A SUBSCRIBER FOR HIS EXCLUSIVE USE.

PRIVATE TELEGRAPH NETWORK
A NETWORK OF LEASED TELEGRAPH CHANNELS.

PRIVATE TELEPHONE NETWORK
A NETWORK OF LEASED VOICE-GRADE TELEPHONE LINES.

PRIVATE WIRE NETWORK
SEE LEASED LINE NETWORK.

* **PROBLEM DESCRIPTION**
A STATEMENT OF A PROBLEM AND POSSIBLY A DESCRIPTION OF THE METHOD OF ITS SOLUTION, OR THE SOLUTION ITSELF. THE TRANSFORMATIONS OF DATA AND THE RELATIONSHIP OF PROCEDURES, DATA, CONSTRAINTS, ENVIRONMENTS, ETC. MAY ALSO BE INCLUDED.

* **PROBLEM-ORIENTED LANGUAGE**
A PROGRAMMING LANGUAGE DESIGNED FOR THE CONVENIENT EXPRESSION OF A GIVEN CLASS OF PROBLEMS.

PROCEDURE
A PRECISE STEP-BY-STEP METHOD FOR EFFECTING A SOLUTION TO A PROBLEM.

* **PROCEDURE-ORIENTED LANGUAGE**
A PROGRAMMING LANGUAGE DESIGNED FOR THE CONVENIENT EXPRESSION OF PROCEDURES USED IN THE SOLUTION OF A WIDE CLASS OF PROBLEMS.

PROCESS CONTROL
PERTAINING TO SYSTEMS WHOSE PURPOSE IS TO PROVIDE AUTOMATION OF CONTINUOUS OPERATIONS. THIS IS CONTRASTED WITH NUMERICAL CONTROL WHICH PROVIDES AUTOMATION OF DISCRETE OPERATIONS.

* **PROCESSING**
ANY OPERATION OR COMBINATION OF OPERATIONS ON DATA.

PROCESSOR
THE PROGRAM OR EQUIPMENT TO PROCESS, E.G., A COMPILER, TRANSLATOR, GENERATOR, ETC.

PRODUCT
THE QUANTITY WHICH RESULTS FROM MULTIPLYING TWO QUANTITIES.

PROGRAM
N. 1. THE PLAN FOR THE SOLUTION OF A PROBLEM INCLUDING DATA GATHERING, PROCESSING AND REPORTING.
2. A GROUP OF RELATED ROUTINES WHICH SOLVE A GIVEN PROBLEM.
V. TO PLAN THE METHOD OF ATTACK FOR A DEFINED PROBLEM.

* **PROGRAM LIBRARY**
A COLLECTION OF AVAILABLE COMPUTER PROGRAMS AND ROUTINES.

* **PROGRAM SENSITIVE FAULT**
A FAULT THAT APPEARS IN RESPONSE TO SOME PARTICULAR SEQUENCE OF PROGRAM STEPS.

* **PROGRAMMED CHECK**
A CHECK PROCEDURE DESIGNED BY THE PROGRAMMER AND IMPLEMENTED SPECIFICALLY AS A PART OF HIS PROGRAM. CONTRASTED WITH AUTOMATIC CHECK.

PROGRAMMER
ONE WHO PREPARES PROGRAMS FOR A COMPUTER.

PROGRAMMING
THE ART OF REDUCING THE PLAN FOR THE SOLUTION OF A PROBLEM TO MACHINE SENSIBLE INSTRUCTIONS.

* **PROGRAMMING LANGUAGE**
A LANGUAGE USED TO PREPARE COMPUTER PROGRAMS.

PROGRESS REPORT
A REPORT OF THE CURRENT STATUS OF A PROJECT, E.G., AN ONLINE SUMMARY OF A DATA PROCESSING ACTIVITY.

PROPERTY
A CHARACTERISTIC QUALITY.

PROPERTY SORT
A TECHNIQUE FOR SELECTING RECORDS FROM A FILE WHICH SATISFY A CERTAIN CRITERION.

PROTECTED LOCATIONS
BLOCK LOCATIONS RESERVED FOR SPECIAL PURPOSES, SUCH AS IN CORE STORAGE OR ON DISK FILES. DATA MAY BE READ FROM, BUT NOTHING MAY BE WRITTEN INTO, THESE LOCATIONS.

PSEUDO CODE
AN ARBITRARY SYSTEM OF SYMBOLS FOR AN OPERATION, OPERATOR, OPERAND, ETC.

* **PSEUDO-RANDOM NUMBER SEQUENCE**
A SEQUENCE OF NUMBERS, DETERMINED BY SOME DEFINED ARITHMETIC PROCESS, THAT IS SATISFACTORILY RANDOM FOR A GIVEN PURPOSE SUCH AS BY SATISFYING ONE OR MORE OF THE STANDARD STATISTICAL TESTS FOR RANDOMNESS. SUCH A SEQUENCE MAY APPROXIMATE ANY ONE OF SEVERAL STATISTICAL DISTRIBUTIONS, E.G., UNIFORM DISTRIBUTION OR A NORMAL (GAUSSIAN) DISTRIBUTION.

PULSE
A CHANGE IN THE INTENSITY OR LEVEL OF SOME MEDIUM OVER A RELATIVELY SHORT PERIOD OF TIME.

* **PUNCH POSITION**
A SITE OF A PUNCHED TAPE OR CARD WHERE HOLES ARE TO BE PUNCHED.

* **PUNCHED CARD**
1. A CARD PUNCHED WITH A PATTERN OF HOLES TO REPRESENT DATA.
2. A CARD AS IN 1. BEFORE BEING PUNCHED.

* **PUNCHED TAPE**
A TAPE ON WHICH A PATTERN OF HOLES OR CUTS IS USED TO REPRESENT DATA.

* **PUSH-DOWN LIST**
A LIST THAT IS CONSTRUCTED AND MAINTAINED SO THAT THE NEXT ITEM TO BE RETRIEVED IS THE MOST RECENTLY STORED ITEM IN THE LIST, I.E., LAST-IN, FIRST-OUT.

* **PUSH-UP LIST**
A LIST THAT IS CONSTRUCTED AND MAINTAINED SO THAT THE NEXT ITEM TO BE RETRIEVED AND REMOVED IS THE OLDEST ITEM STILL IN THE LIST, I.E., FIRST-IN, FIRST-OUT.

QUANTITY
A POSITIVE OR NEGATIVE REAL NUMBER IN THE MATHEMATICAL SENSE.

* **QUANTIZE**
TO SUBDIVIDE THE RANGE OF VALUES OF A VARIABLE INTO A FINITE NUMBER OF NON-OVERLAPPING SUB-RANGES OR INTERVALS, EACH OF WHICH IS REPRESENTED BY AN ASSIGNED VALUE WITHIN THE SUB-RANGE, E.G., TO REPRESENT A PERSON'S AGE AS A NUMBER OF WHOLE YEARS.

QUEUING
A STUDY OF THE PATTERNS INVOLVED AND THE TIME REQUIRED FOR DISCRETE UNITS TO MOVE THROUGH CHANNELS, E.G., THE ELAPSED TIME FOR AUTO TRAFFIC AT A TOLL BOOTH OR EMPLOYEES IN A CAFETERIA LINE.

QUOTIENT
THE QUANTITY WHICH RESULTS FROM DIVIDING ONE NUMBER BY ANOTHER.

* **RADIX**
A QUANTITY WHOSE SUCCESSIVE INTEGRAL POWERS ARE THE IMPLICIT MULTIPLIERS OF THE SEQUENCE OF INTEGERS THAT REPRESENT A NUMBER. FOR EXAMPLE, IF THE BASE IS 5, THEN 1432 IS 1 TIMES 5 TO THE 3 PLUS 4 TIMES 5 TO THE 2 PLUS 3 TIMES 5 TO THE 1 PLUS 2 TIMES 5 TO THE 0 WHICH IS EQUIVALENT TO 242 IN THE DECIMAL REPRESENTATION SYSTEM.

* **RADIX COMPLEMENT**
A NUMERAL IN RADIX NOTATION THAT CAN BE DERIVED FROM ANOTHER BY SUBTRACTING EACH DIGIT FROM THE RADIX MINUS ONE AND THEN ADDING ONE TO THE LEAST SIGNIFICANT DIGIT OF THE DIFFERENCE, EXECUTING ALL CARRIES REQUIRED, E.G., TENS COMPLEMENT IN DECIMAL NOTATION OR TWOS COMPLEMENT IN BINARY NOTATION.

* **RADIX-MINUS-ONE COMPLEMENT**
A NUMERAL IN RADIX NOTATION THAT CAN BE DERIVED FROM ANOTHER BY SUBTRACTING EACH DIGIT FROM THE RADIX MINUS ONE, E.G., NINES COMPLEMENT IN DECIMAL NOTATION OR ONES COMPLEMENT IN BINARY NOTATION.

RANDOM ACCESS
PERTAINING TO THE PROCESS OF OBTAINING DATA FROM, OR PLACING DATA INTO, STORAGE WHEN THERE IS NO SEQUENTIAL RELATION GOVERNING THE ACCESS TIME TO SUCCESSIVE STORAGE LOCATIONS.

RANDOM NUMBER
A SET OF DIGITS CONSTRUCTED OF SUCH A SEQUENCE THAT EACH SUCCESSIVE DIGIT IS EQUALLY LIKELY TO BE ANY OF N DIGITS TO THE BASE N OF THE NUMBER.

RANDOM NUMBER GENERATOR
A SPECIAL MACHINE ROUTINE OR HARDWARE DESIGNED TO PRODUCE A RANDOM NUMBER OR SERIES OF RANDOM NUMBERS ACCORDING TO SPECIFIED LIMITATIONS.

RANK
TO ARRANGE IN AN ASCENDING OR DESCENDING SERIES ACCORDING TO IMPORTANCE.

RAW DATA
DATA WHICH HAS NOT BEEN PROCESSED OR REDUCED.

READ
TO TRANSCRIBE INFORMATION FROM AN INPUT DEVICE TO INTERNAL OR AUXILIARY STORAGE.

* **READ-AROUND RATIO**
THE NUMBER OF TIMES A SPECIFIC SPOT, DIGIT OR LOCATION IN ELECTROSTATIC STORAGE MAY BE CONSULTED BEFORE SPILLOVER OF ELECTRONS WILL CAUSE A LOSS OF DATA STORED IN SURROUNDING SPOTS. THE SURROUNDING DATA MUST BE RESTORED BEFORE THE DETERIORATION CAN CAUSE ANY LOSS OF DATA.

READER
A DEVICE WHICH CONVERTS INFORMATION IN ONE FORM OF STORAGE TO INFORMATION IN ANOTHER FORM OF STORAGE.

REAL TIME
1. PERTAINING TO THE ACTUAL TIME DURING WHICH A PHYSICAL PROCESS TRANSPIRES.
2. PERTAINING TO THE PERFORMANCE OF A COMPUTATION DURING A RELATED PHYSICAL PROCESS TO OBTAIN RESULTS NEEDED TO GUIDE THAT PROCESS.

* **RECORD GAP**
A GAP USED TO INDICATE THE END OF A RECORD.

RECURSION
THE CONTINUED REPETITION OF THE SAME OPERATION OR GROUP OF OPERATIONS.

RECURSIVE
HAVING THE ABILITY TO BE REPEATED.

RED TAPE
SEE HOUSEKEEPING.

REDACT
TO EDIT OR REVISE.

REDACTION
A NEW OR REVISED EDITION.

* **REDUNDANCY CHECK**
AN AUTOMATIC OR PROGRAMMED CHECK BASED ON THE SYSTEMATIC INSERTION OF COMPONENTS OR CHARACTERS USED EXPRESSLY FOR CHECKING PURPOSES.

REDUNDANT
MORE THAN NECESSARY. MORE THAN SUFFICIENT. EXCESSIVE.

REEL
A MOUNTING FOR A ROLL OF TAPE.

REFERENCE
AN INDICATION OF WHERE TO FIND SPECIFIC INFORMATION, E.G., A DOCUMENT, AUTHOR, INSTRUCTION, ETC.

* **REFLECTED BINARY CODE**
SAME AS GRAY CODE.

REGENERATION
THE RESTORATION OF STORED INFORMATION.

REGION
A GROUP OF MACHINE ADDRESSES WHICH REFER TO A BASE ADDRESS.

REGIONAL ADDRESS
AN ADDRESS OF A MACHINE INSTRUCTION WITHIN A SERIES OF CONSECUTIVE ADDRESSES, E.G., R18 AND R19 ARE SPECIFIC ADDRESSES IN AN 'R' REGION OF 'N' CONSECUTIVE ADDRESSES, WHERE ALL ADDRESSES MUST BE NAMED.

* **REGISTER**
A DEVICE CAPABLE OF STORING A SPECIFIED AMOUNT OF DATA SUCH AS ONE WORD.

* **RELATIVE ADDRESS**
THE NUMBER THAT SPECIFIES THE DIFFERENCE BETWEEN THE ABSOLUTE ADDRESS AND THE BASE ADDRESS.

* **RELATIVE CODING**
CODING WHICH USES MACHINE INSTRUCTION WITH RELATIVE ADDRESSES.

RELAY CENTER
SEE SWITCHING CENTER.

RELIABILITY
A WORD TO INDICATE A MEASUREMENT OF TRUSTWORTHINESS AND DEPENDABILITY, AND FREQUENTLY USED TO IMPLY RELIABILITY FACTOR OR COEFFICIENT.

* **RELOCATE**
IN PROGRAMMING, TO MOVE A ROUTINE FROM ONE PORTION OF INTERNAL STORAGE TO ANOTHER AND TO AUTOMATICALLY ADJUST THE NECESSARY ADDRESS REFERENCES SO THAT THE ROUTINE, IN ITS NEW LOCATION, CAN BE EXECUTED.

REPEATER
A DEVICE USED TO AMPLIFY AND/OR RESHAPE SIGNALS.

* **PERFORATOR**
A RECEIVING PERFORATOR, I.E., A TAPE PUNCH THAT AUTOMATICALLY CONVERTS CODED ELECTRICAL SIGNALS INTO PERFORATIONS IN TAPE.

REPORT GENERATION
A TECHNIQUE FOR PRODUCING COMPLETE MACHINE REPORTS FROM INFORMATION WHICH DESCRIBES THE INPUT FILE AND THE FORMAT AND CONTENT OF THE OUTPUT REPORT.

REPRESENTATION
A COMBINATION OF ONE OR MORE CHARACTERS TO REPRESENT A UNIT.

REPRODUCE
TO PREPARE A DUPLICATE OF STORED INFORMATION, ESPECIALLY FOR PUNCHED CARDS, PUNCHED PAPER TAPE OR MAGNETIC TAPE.

REPRODUCER
A DEVICE WHICH WILL DUPLICATE, ON ONE CARD, ALL OR PART OF THE INFORMATION CONTAINED IN ANOTHER CARD.

RERUN
A REPEAT OF A MACHINE RUN, USUALLY BECAUSE OF A CORRECTION, AN INTERRUPT OR A FALSE START.

* **RERUN POINT**
THAT LOCATION IN THE SEQUENCE OF INSTRUCTIONS IN A COMPUTER PROGRAM AT WHICH ALL INFORMATION PERTINENT TO THE RERUNNING OF THE PROGRAM IS AVAILABLE EITHER TO THE PROGRAM ITSELF OR TO A RESTART ROUTINE.

* **RESIDUE CHECK**
A CHECK BASED ON THE FORMATION OF A RESIDUE OF THE NUMBER BEING VERIFIED. SIMILAR TO CHECK, MODULAR N.

* **RESOLVER**
A DEVICE WHOSE INPUT IS A VECTOR QUANTITY AND WHOSE OUTPUTS ARE COMPONENTS OF THE VECTOR.

* **RESET**
1. TO RESTORE A STORAGE DEVICE TO PRESCRIBED INITIAL STATE, NOT NECESSARILY THAT DENOTING ZEROS.
2. TO PLACE A BINARY CELL INTO THE ZERO STATE.

RESTART
TO RETURN TO A PREVIOUS POINT IN A PROGRAM AND RESUME OPERATION FROM THAT POINT.

RETRIEVAL
1. THE RECOVERY OF SOMETHING SEARCHED FOR.
2. THE ACT OF FINDING AGAIN.

RETRIEVE
TO FIND AND SELECT SPECIFIC INFORMATION.

* **REVERSE-DIRECTION FLOW**
A FLOW IN A DIRECTION OTHER THAN LEFT TO RIGHT OR TOP TO BOTTOM.

REWIND
TO RETURN A MAGNETIC OR PAPER TAPE TO ITS BEGINNING.

ROLE INDICATOR
A CODE ASSIGNED TO A KEYWORD TO INDICATE THE ROLE OF THAT KEYWORD, E.G., A KEYWORD IS CODED AS A NOUN, VERB, ADJECTIVE, ETC.

ROUND
TO ADJUST THE LEAST SIGNIFICANT DIGITS RETAINED IN TRUNCATION TO PARTIALLY REFLECT THE DROPPED PORTION, E.G., WHEN ROUNDED TO THREE DIGITS, THE DECIMAL NUMBER 2.7561 BECOMES 2.76.

ROUNDING ERROR
THE ERROR RESULTING FROM DROPPING THE LESS SIGNIFICANT DIGITS OF A NUMBER, AND ADJUSTING THE MOST SIGNIFICANT DIGITS.

ROUTINE
A SEQUENCE OF MACHINE INSTRUCTIONS WHICH CARRY OUT A WELL DEFINED FUNCTION.

ROUTING
SELECTION AND ASSIGNMENT OF THE COMMUNICATION PATH.

ROUTING INDICATOR
AN ADDRESS DEFINING THE FINAL TERMINAL FOR A MESSAGE.

ROW
1. SEE CARD ROW.
2. THE HORIZONTAL VECTOR OF A MATRIX.

* **ROW BINARY**
PERTAINING TO THE BINARY REPRESENTATION OF DATA ON PUNCHED CARDS IN WHICH ADJACENT POSITIONS IN A ROW CORRESPOND TO ADJACENT BITS OF THE DATA. FOR EXAMPLE, EACH ROW IN AN 80 COLUMN CARD MAY BE USED TO REPRESENT 80 CONSECUTIVE BITS OR TWO 40 BIT WORDS.

ROW PITCH
 THE DISTANCE BETWEEN THE CENTERS OF ADJACENT ROWS.

RULY ENGLISH
 AN ENGLISH IN WHICH EVERY WORD HAS ONE AND ONLY ONE CONCEPTUAL MEANING AND EACH CONCEPT HAS ONLY A SINGLE WORD TO DESCRIBE IT. USED BY THE U. S. PATENT OFFICE TO DEVELOP THEIR INDEX CODES.

RUN
 SEE MACHINE RUN.

* SAMPLING
 OBTAINING A VALUE OF A VARIABLE AT REGULAR OR INTERMITTENT INTERVALS.

* SCALE
 TO CHANGE A QUANTITY BY A PRESCRIBED FACTOR IN ORDER TO BRING ITS RANGE WITHIN PRESCRIBED LIMITS.

* SCALE FACTOR
 A NUMBER USED AS A MULTIPLIER, SO CHOSEN THAT IT WILL CAUSE A SET OF QUANTITIES TO FALL WITHIN A GIVEN RANGE OF VALUES, E.G., IN ORDER TO SCALE THE VALUES 856, 432, -95, AND -182 BETWEEN -1 AND +1, A SCALE FACTOR OF 1/1000 WOULD BE SUITABLE.

SCALING
 THE PROCESS OF CHANGING A QUANTITY FROM ONE NOTATION TO ANOTHER.

* SCAN
 TO EXAMINE SEQUENTIALLY PART BY PART.

SCREEN
 TO MAKE A PRELIMINARY SELECTION OF INFORMATION OR DOCUMENTS IN ORDER TO REDUCE THE NUMBER EXAMINED AT A LATER TIME.

* SEARCH
 TO EXAMINE A SET OF ITEMS FOR THOSE THAT HAVE A DESIRED PROPERTY.

SEEK
 1. SEE SEARCH.
 2. SPECIFICALLY APPLIED TO OBTAINING RECORDS FROM A RANDOM ACCESS FILE. THE NUMBER OF SEEKS IS THE NUMBER OF ITEMS INSPECTED BEFORE THE DESIRED ITEM IS FOUND.

* SELECTION CHECK
 A CHECK THAT VERIFIES THE CHOICE OF DEVICES SUCH AS REGISTERS IN THE EXECUTION OF AN INSTRUCTION.

SELECTIVE CALLING
 THE ABILITY OF A TRANSMITTING STATION TO SPECIFY WHICH OF SEVERAL STATIONS ARE TO RECEIVE A MESSAGE.

* SELECTIVE DUMP
 A DUMP OF A SELECTED AREA OF INTERNAL STORAGE.

SELECTOR
 A DEVICE FOR DIRECTING ELECTRICAL INPUT PULSES ONTO ONE OF TWO OUTPUT LINES DEPENDING UPON THE PRESENCE OR ABSENCE OF A PREDETERMINED ACCOMPANYING CONTROL PULSE.

* SELF-ADAPTING
 PERTAINING TO THE ABILITY OF A SYSTEM TO CHANGE ITS PERFORMANCE CHARACTERISTICS IN RESPONSE TO ITS ENVIRONMENT.

* SELF-CHECKING CODE
 SAME AS ERROR-DETECTING CODE.

* SELF-ORGANIZING
 PERTAINING TO THE ABILITY OF A SYSTEM TO ARRANGE ITS INTERNAL STRUCTURE.

SEMIAUTOMATIC MESSAGE SWITCHING CENTER
 A CENTER AT WHICH AN OPERATOR ROUTES MESSAGES ACCORDING TO INFORMATION CONTAINED IN THEM.

SENSE SWITCH
 SEE ALTERATION SWITCH.

* SENTINEL
 SAME AS FLAG.

SEQUENCING
 ORDERING IN A SERIES OR ACCORDING TO RANK OR TIME.

* SEQUENTIAL CONTROL
 A MODE OF COMPUTER OPERATION IN WHICH INSTRUCTIONS ARE EXECUTED IN CONSECUTIVE ORDER, UNLESS OTHERWISE SPECIFIED BY A JUMP.

* SEQUENTIAL ELEMENT
 A DEVICE HAVING AT LEAST ONE OUTPUT CHANNEL AND ONE OR MORE INPUT CHANNELS, ALL CHARACTERIZED BY DISCRETE STATES, SUCH THAT THE STATE OF EACH OUTPUT CHANNEL IS DETERMINED BY THE PREVIOUS STATES OF THE INPUT CHANNELS.

* SEQUENTIAL OPERATION
 PERTAINING TO THE PERFORMANCE OF OPERATIONS ONE AFTER THE OTHER.

* SERIAL
 1. PERTAINING TO THE TIME-SEQUENCING OF TWO OR MORE PROCESSES.
 2. PERTAINING TO THE TIME-SEQUENCING OF TWO OR MORE SIMILAR OR IDENTICAL PROCESSES, USING THE SAME FACILITIES FOR THE SUCCESSIVE PROCESSES.
 3. PERTAINING TO THE TIME-SEQUENTIAL PROCESSING OF THE INDIVIDUAL PARTS OF A WHOLE, SUCH AS THE BITS OF A CHARACTER, THE CHARACTERS OF A WORD, ETC., USING THE SAME FACILITIES FOR SUCCESSIVE PARTS.

* SERIAL ACCESS
 PERTAINING TO THE PROCESS OF OBTAINING DATA FROM, OR PLACING DATA INTO, STORAGE WHEN THERE IS A SEQUENTIAL LOCATION GOVERNING THE ACCESS TIME TO SUCCESSIVE STORAGE LOCATIONS.

* SERIAL OPERATION
 AN OPERATION WHOSE PROCESSES ARE PERFORMED IN A TIME SEQUENCE. SEE SERIAL.

SERIAL TRANSFER
 A TRANSFER OF DATA IN WHICH ELEMENTS ARE TRANSFERRED IN SUCCESSION OVER A SINGLE LINE.

* SERVICE ROUTINE
 A ROUTINE IN GENERAL SUPPORT OF THE OPERATION OF A COMPUTER, E.G., AN INPUT-OUTPUT, DIAGNOSTIC, TRACING OR MONITORING ROUTINE.

* SERVOMECHANISM
 1. A FEEDBACK CONTROL SYSTEM IN WHICH AT LEAST ONE OF THE SYSTEM SIGNALS REPRESENTS MECHANICAL MOTION.
 2. ANY FEEDBACK CONTROL SYSTEM.

* SET
 1. A COLLECTION.
 2. TO PLACE A STORAGE DEVICE INTO A SPECIFIED STATE, USUALLY OTHER THAN THAT DENOTING ZERO OR BLANK.

3. TO PLACE A BINARY CELL INTO THE 'ONE' STATE.

SET NAME
 AN IDENTIFIER.

SET THEORY
 THE STUDY OF THE USE AND APPLICATION OF GROUPS OR SETS.

SEVERAL-FOR-ONE
 A PHRASE OFTEN ASSOCIATED WITH A MACRO INSTRUCTION, Q.V., WHERE ONE SOURCE LANGUAGE INSTRUCTION IS CONVERTED TO SEVERAL MACHINE LANGUAGE INSTRUCTIONS.

* SEXADECEMAL
 1. PERTAINING TO A CHARACTERISTIC OR PROPERTY INVOLVING A SELECTION, CHOICE OR CONDITION IN WHICH THERE ARE SIX POSSIBILITIES.
 2. PERTAINING TO THE NUMBER REPRESENTATION SYSTEM WITH A RADIX OF SIX.

* SHIFT
 A MOVEMENT OF DATA TO THE RIGHT OR LEFT.

* SHIFT REGISTER
 A REGISTER IN WHICH THE STORED DATA CAN BE MOVED TO THE RIGHT OR LEFT.

SIGHT-CHECK
 TO VISUALLY ASCERTAIN WHETHER A PARTICULAR PUNCH POSITION OF A DECK OF CARDS IS PUNCHED FOR ALL THE CARDS.

* SIGN DIGIT
 A DIGIT IN THE SIGN POSITION.

* SIGN POSITION
 THE POSITION AT WHICH THE SIGN OF A NUMBER IS LOCATED.

* SIGNAL
 THE EVENT OR PHENOMENON THAT CONVEYS DATA FROM ONE POINT TO ANOTHER.

* SIGNAL DISTANCE
 THE NUMBER OF DIGIT POSITIONS IN WHICH THE CORRESPONDING DIGITS OF TWO BINARY WORDS OF THE SAME LENGTH ARE DIFFERENT.

* SIGNIFICANT DIGIT
 A DIGIT THAT CONTRIBUTES TO THE PRECISION OF AN ACCURATE NUMERICAL. THE NUMBER OF SIGNIFICANT DIGITS IS COUNTED BEGINNING WITH THE DIGIT CONTRIBUTING THE MOST VALUE, CALLED THE MOST SIGNIFICANT DIGIT, AND ENDING WITH THE ONE CONTRIBUTING THE LEAST VALUE, CALLED THE LEAST SIGNIFICANT DIGIT.

SIMPLEX CHANNEL
 A CHANNEL WHICH PERMITS TRANSMISSION IN ONE DIRECTION ONLY.

* SIMULATE
 TO REPRESENT THE FUNCTIONING OF ONE SYSTEM BY ANOTHER. E.G., TO REPRESENT ONE COMPUTER BY ANOTHER, TO REPRESENT PHYSICAL SYSTEM BY THE EXECUTION OF A COMPUTER PROGRAM, OR TO REPRESENT A BIOLOGICAL SYSTEM BY A MATHEMATICAL MODEL.

* SIMULATOR
 A DEVICE OR COMPUTER PROGRAM THAT PERFORMS SIMULATION.

SINGLE-ADDRESS INSTRUCTION
 SEE ONE-ADDRESS INSTRUCTION.

SINGLE-ADDRESS MESSAGE
 A MESSAGE WHICH IS TO BE DELIVERED TO ONLY ONE DESTINATION.

SINGLE-COLUMN PENCE
 A SYSTEM OF CODING WHEREBY ANY ONE OF THE NUMERIC VALUES ZERO TO ELEVEN CAN BE REPRESENTED BY A SINGLE PUNCH IN A COLUMN.

* SINGLE-STEP
 PERTAINING TO A METHOD OF OPERATING A COMPUTER IN WHICH EACH STEP IS PERFORMED IN RESPONSE TO A SINGLE MANUAL OPERATION

* SKELETAL CODING
 1. THE PREPARATION OF PROGRAMS IN WHICH SOME ADDRESSES AND OTHER PARTS OF INSTRUCTIONS REMAIN UNDETERMINED. THESE ADDRESSES AND OTHER MISSING PARTS OF THE PROGRAMS ARE DETERMINED BY AUTOMATIC PROCESSING IN ACCORDANCE WITH PARAMETER INPUTS.
 2. THE INCOMPLETE PROGRAMS RESULTING FROM THE ABOVE.

* SKIP
 TO IGNORE ONE OR MORE INSTRUCTIONS IN A SEQUENCE OF INSTRUCTIONS.

* SNAPSHOT DUMP
 A SELECTIVE DYNAMIC DUMP PERFORMED AT VARIOUS POINTS IN A MACHINE RUN.

* SOFTWARE (NOTE - DEPRECATED TERM AT IBM)
 1. THE COLLECTION OF PROGRAMS AND ROUTINES ASSOCIATED WITH A COMPUTER, E.G., COMPILERS AND LIBRARY ROUTINES.
 2. ALL THE DOCUMENTS ASSOCIATED WITH A COMPUTER, E.G., MANUALS AND CIRCUIT DIAGRAMS. CONTRAST WITH HARDWARE.

* SOLID STATE COMPONENT
 A COMPONENT WHOSE OPERATION DEPENDS ON THE CONTROL OF ELECTRIC OR MAGNETIC PHENOMENA IN SOLIDS, E.G., A TRANSISTOR, CRYSTAL DIODE, OR FERRITE.

SOLID STATE COMPUTER
 A COMPUTER USING SEMICONDUCTOR DEVICES.

* SONIC DELAY LINE
 SAME AS ACOUSTIC DELAY LINE.

* SORT
 TO ARRANGE DATA OR THINGS IN AN ORDERED SEQUENCE BY APPLYING SPECIFIC RULES.

* SORTER
 A PERSON, DEVICE OR COMPUTER ROUTINE THAT SORTS.

SOURCE LANGUAGE
 A LANGUAGE THAT IS AN INPUT TO A GIVEN TRANSLATION PROCESS.

* SOURCE PROGRAM
 A PROGRAM WRITTEN IN A SOURCE LANGUAGE.

* SPACE
 1. A PLACE INTENDED FOR THE STORAGE OF DATA, E.G., A PLACE ON A PRINTED PAGE OR A LOCATION IN A STORAGE MEDIUM.
 2. A BASIC UNIT OF AREA ON A RECORD, I.E., AN AREA THAT MAY CONTAIN NO MORE THAN ONE PRINTED CHARACTER.
 3. ONE OR MORE BLANKS.
 4. TO MOVE FROM ONE PLACE TO ANOTHER ACCORDING TO A PRESCRIBED FORMAT, E.G., TO MOVE HORIZONTALLY TO THE RIGHT ON A PRINTED PAGE OR VERTICALLY DOWN A PAGE.

SPACE SUPPRESSION
 THE INHIBITION OF PLATEN AND/OR PAPER MOVEMENT FOR A LINE OF PRINTING.

* SPECIAL CHARACTER
 IN A CHARACTER SET, A CHARACTER THAT IS NEITHER A NUMERAL NOR A LETTER, E.G., / * \$ = AND .

* SPECIAL PURPOSE COMPUTER
A COMPUTER THAT IS DESIGNED TO SOLVE A RESTRICTED CLASS OF PROBLEMS.

SPLIT CATALOG
A LIBRARY CATALOG IN WHICH THE DIFFERENT VARIETIES OF ENTRY ARE FILED SEPARATELY, E.G., SUBJECT ENTRY, AUTHOR ENTRY, TITLE ENTRY.

SPOOL
1. THE MOUNTING FOR A MAGNETIC, PAPER OR PLASTIC TAPE.
2. A TAPE REEL.

STACKER
SEE CARD STACKER.

STANDARD
1. AN ACCEPTED CRITERION OR AN ESTABLISHED MEASURE FOR PERFORMANCE, PRACTICE, DESIGN, TERMINOLOGY, SIZE, ETC.
2. A RULE OR TEST BY WHICH SOMETHING IS JUDGED.

STANDARDIZE
TO REPLACE ANY GIVEN FLOATING POINT REPRESENTATION OF A NUMBER WITH ITS REPRESENTATION IN STANDARD FORM. THAT IS, TO ADJUST THE EXPONENT AND FIXED POINT PART SO THAT THE NEW FIXED POINT PART LIES WITHIN A PRESCRIBED STANDARD RANGE.

* STANDING-ON-NINES CARRY
IN PARALLEL ADDITION OF DECIMAL NUMBERS, A HIGH-SPEED CARRY IN WHICH A CARRY INPUT TO A GIVEN DIGIT PLACE IS BYPASSED TO THE NEXT DIGIT PLACE IF THE CURRENT SUM IN THE GIVEN PLACE IS NINE.

* STATEMENT
IN COMPUTER PROGRAMMING, A MEANINGFUL EXPRESSION OR GENERALIZED INSTRUCTION IN A SOURCE LANGUAGE.

* STATIC DUMP
A DUMP THAT IS PERFORMED AT A PARTICULAR POINT IN TIME WITH RESPECT TO A MACHINE RUN, FREQUENTLY AT THE END OF A RUN.

* STATITIZE
1. TO CONVERT SERIAL OR TIME-DEPENDENT PARALLEL DATA INTO STATIC FORM.
2. OCCASIONALLY, TO RETRIEVE AN INSTRUCTION AND ITS OPERANDS FROM STORAGE PRIOR TO ITS EXECUTION.

STATICIZER
A STORAGE DEVICE FOR CONVERTING TIME-SEQUENTIAL INFORMATION INTO STATIC PARALLEL INFORMATION.

STEP
1. ONE INSTRUCTION IN A COMPUTER ROUTINE.
2. TO CAUSE A COMPUTER TO EXECUTE ONE INSTRUCTION.

STOP INSTRUCTION
A MACHINE OPERATION OR ROUTINE WHICH REQUIRES MANUAL ACTION OTHER THAN THE USE OF THE START KEY TO CONTINUE PROCESSING.

* STORAGE
1. PERTAINING TO A DEVICE INTO WHICH DATA CAN BE ENTERED AND FROM WHICH IT CAN BE RETRIEVED AT A LATER TIME.
2. LOOSELY, ANY DEVICE THAT CAN STORE DATA.

* STORAGE ALLOCATION
THE ASSIGNMENT OF BLOCKS OF DATA TO SPECIFIED BLOCKS OF STORAGE.

* STORAGE CAPACITY
THE AMOUNT OF DATA THAT CAN BE CONTAINED IN A STORAGE DEVICE.

* STORAGE CELL
AN ELEMENTARY UNIT OF STORAGE, E.G., BINARY CELL, DECIMAL CELL.

* STORAGE DEVICE
A DEVICE INTO WHICH DATA CAN BE INSERTED, IN WHICH IT CAN BE RETAINED, AND FROM WHICH IT CAN BE RETRIEVED.

* STORAGE DUMP
A DUMP OF THE ENTIRE INTERNAL STORAGE.

STORAGE FILL
A SET OF INSTRUCTIONS AND DATA LOADED INTO STORAGE AS A LOGICAL UNIT.

STORAGE REGISTER
A DEVICE FOR HOLDING A UNIT OF INFORMATION.

* STORE
1. TO ENTER DATA INTO A STORAGE DEVICE.
2. TO RETAIN DATA IN A STORAGE DEVICE.
3. A STORAGE DEVICE.

STORE AND FORWARD SWITCHING
SEE MESSAGE SWITCHING.

* STORED PROGRAM COMPUTER
A DIGITAL COMPUTER THAT, UNDER CONTROL OF ITS OWN INSTRUCTIONS, CAN SYNTHESIZE, ALTER, AND STORE INSTRUCTIONS AS THOUGH THEY WERE DATA AND CAN SUBSEQUENTLY EXECUTE THESE NEW INSTRUCTIONS.

* STRAIGHT-LINE CODING
CODING IN WHICH LOOPS ARE AVOIDED BY THE REPETITION OF PARTS OF THE CODING WHEN REQUIRED.

STRING
A CONNECTED SEQUENCE OF CHARACTERS, WORDS, OR OTHER ELEMENTS.

STRING MANIPULATION
A TECHNIQUE FOR MANIPULATING STRINGS OF CHARACTERS.

STUNT BOX
A DEVICE TO CONTROL NON-PRINTING FUNCTIONS OF A TELETYPE TERMINAL.

SUBALPHABET
A SUBSET OF AN ALPHABET.

* SUBROUTINE
A ROUTINE THAT CAN BE PART OF ANOTHER ROUTINE.

SUBSCRIPT
1. A LETTER OR SYMBOL IN TYPOGRAPHY WRITTEN BELOW A SET NAME TO IDENTIFY A PARTICULAR ELEMENT OR ELEMENTS OF THAT SET.
2. AN INDEXING NOTATION.

SUBSET
1. A SET CONTAINED WITHIN A SET.
2. IN COMMUNICATIONS, A SUBSCRIBER SET, SUCH AS A TELEPHONE.
3. A MODULATION AND DEMODULATION DEVICE.

SUBTRAHEND
THE QUANTITY WHICH IS SUBTRACTED FROM ANOTHER QUANTITY.

SUM
THE QUANTITY WHICH RESULTS FROM ADDING TWO QUANTITIES.

SUMMARY
A REPORT WHICH IS LACKING IN DETAILS.

SUMMARY PUNCH
N. A CARD-PUNCHING MACHINE WHICH CAN BE CONNECTED TO AN ACCOUNTING MACHINE TO PUNCH TOTALS OR BALANCE CARDS.
V. TO PUNCH SUMMARY INFORMATION IN CARDS.

* SUMMATION CHECK
A CHECK BASED ON THE FORMATION OF THE SUM OF THE DIGITS OF THE NUMBER. THE SUM OF THE INDIVIDUAL DIGITS (CALLED THE CHECKSUM DIGIT) IS USUALLY COMPARED WITH A PREVIOUSLY COMPUTED VALUE CALLED THE CHECKSUM.

SUPERScript
A LETTER OR SYMBOL IN TYPOGRAPHY WRITTEN ABOVE A SET NAME TO DENOTE A POWER OR A DERIVATIVE, OR TO IDENTIFY A PARTICULAR ELEMENT OF THAT SET.

SUPERVISOR
AN EXECUTIVE, E.G., A SUPERVISOR ROUTINE IS AN EXECUTIVE ROUTINE.

* SUPERVISORY ROUTINE
SAME AS EXECUTIVE ROUTINE.

SWITCH
1. A SYMBOL USED TO INDICATE A BRANCHPOINT, OR A SET OF INSTRUCTIONS TO CONDITION A BRANCH.
2. A PHYSICAL DEVICE WHICH CAN ALTER FLOW.

SWITCHING CENTER
A LOCATION AT WHICH INCOMING DATA FROM ONE CIRCUIT IS TRANSFERRED TO THE PROPER OUTGOING CIRCUIT.

* SYMBOL
A REPRESENTATION OF SOMETHING BY REASON OF RELATIONSHIP, ASSOCIATION, OR CONVENTION.

SYMBOL MANIPULATION
SEE STRING MANIPULATION.

SYMBOL TABLE
A MAPPING FOR A SET OF SYMBOLS TO ANOTHER SET OF SYMBOLS OR NUMBERS.

* SYMBOLIC ADDRESS
AN ADDRESS EXPRESSED IN SYMBOLS CONVENIENT TO THE PROGRAMMER.

* SYMBOLIC LANGUAGE
THE DISCIPLINE THAT TREATS FORMAL LOGIC BY MEANS OF A FORMALIZED ARTIFICIAL LANGUAGE OR SYMBOLIC CALCULUS WHOSE PURPOSE IS TO AVOID THE AMBIGUITIES AND LOGICAL INADEQUACIES OF NATURAL LANGUAGES. ADVANTAGES OF THE SYMBOLIC METHOD ARE GREATER EXACTNESS OF FORMULATION AND POWER TO DEAL WITH COMPLEX MATERIAL.

* SYNCHRONOUS COMPUTER
A COMPUTER IN WHICH EACH EVENT OR THE PERFORMANCE OF EACH OPERATION STARTS AS A RESULT OF A SIGNAL GENERATED BY A CLOCK.

SYNDETIC
1. HAVING CONNECTIONS OR INTERCONNECTIONS.
2. PERTAINING TO A DOCUMENT OR CATALOG WITH CROSS REFERENCES.

SYNERGIC
THE COMBINATION OF EVERY ORGAN OF A SYSTEM, E.G., A COORDINATED SYSTEM.

SYNTHESIS
THE COMBINATION OF PARTS TO FORM A WHOLE.

SYNTHETIC LANGUAGE
A PSEUDOCODE OR SYMBOLIC LANGUAGE. A FABRICATED LANGUAGE.

SYSTEM
1. A COLLECTION OF CONSECUTIVE OPERATIONS AND PROCEDURES REQUIRED TO ACCOMPLISH A SPECIFIC OBJECTIVE.
2. AN ASSEMBLY OF OBJECTS UNITED TO FORM A FUNCTIONAL UNIT.

SYSTEMS ANALYSIS
THE ANALYSIS OF A BUSINESS ACTIVITY TO DETERMINE PRECISELY WHAT MUST BE ACCOMPLISHED AND HOW TO ACCOMPLISH IT.

* TABLE
A COLLECTION OF DATA, EACH ITEM BEING UNIQUELY IDENTIFIED EITHER BY SOME LABEL OR BY ITS RELATIVE POSITION.

TABLE LOOK-AT
FINDING ELEMENTS OF A TABLE BY DIRECT CALCULATION RATHER THAN BY A COMPARISON SEARCH.

* TABLE LOOK-UP
A PROCEDURE FOR OBTAINING THE FUNCTION VALUE CORRESPONDING TO AN ARGUMENT FROM A TABLE OF FUNCTION VALUES.

* TABULATE
TO FORM INTO A TABLE, USUALLY TO PRINT TOTALS, DIFFERENCES OR SIMILAR DATA.

TABULATOR
A DEVICE CAPABLE OF TABULATING.

* TAG
SAME AS FLAG.

TAPE
A LINEAR MEDIUM FOR STORING INFORMATION WHICH CAN BE USED AS INPUT OR OUTPUT TO A COMPUTER, E.G., MAGNETIC TAPE.

TAPE-CONTROLLED CARRIAGE
AN AUTOMATIC PAPER-FEEDING CARRIAGE CONTROLLED BY A PUNCHED PAPER TAPE.

* TAPE DRIVE
A DEVICE THAT MOVES TAPE PAST A HEAD. SYNONYMOUS WITH TAPE TRANSPORT.

TAPE-LIMITED
SEE LIMITED.

* TAPE STATION
SAME AS TAPE UNIT.

TAPE-TO-CARD
PERTAINING TO EQUIPMENT OR METHODS WHICH TRANSFER INFORMATION DIRECTLY FROM TAPE TO CARDS, USUALLY OFF-LINE.

* TAPE TRANSPORT
SAME AS TAPE DRIVE.

* TAPE UNIT
A DEVICE CONTAINING A TAPE DRIVE, TOGETHER WITH READING AND WRITING HEADS AND ASSOCIATED CONTROLS.

* TARGET LANGUAGE
A LANGUAGE THAT IS AN OUTPUT FROM A GIVEN TRANSLATION PROCESS.

* TARGET PROGRAM
A PROGRAM WRITTEN IN A TARGET LANGUAGE.

TARIFF
THE PUBLISHED RATE FOR A PARTICULAR APPROVED COMMERCIAL SERVICE OF A COMMON CARRIER.

- TAXONOMY**
THE SCIENCE OF CLASSIFICATION.
- TECHNIQUE**
THE METHOD OR DETAILS OF PROCEDURE ESSENTIAL TO EXPERTNESS OF EXECUTION IN AN ART OR SCIENCE.
- TELECOMMUNICATION**
COMMUNICATION BY ELECTROMAGNETIC SYSTEMS.
- TELEMETER**
TO TRANSMIT DIGITAL AND/OR ANALOG DATA BY RADIO WAVES, E.G., DATA CAN BE TELEMETERED FROM A MISSILE AND RECORDED AT A GROUND STATION.
- TELEPRINTER**
DESCRIPTIVE NAME FOR TELEGRAPHIC TERMINALS.
- TELEREFERENCE**
A METHOD FOR CONSULTING CATALOGS FROM A REMOTE LOCATION CONSISTING OF A CLOSED-CIRCUIT TELEVISION SYSTEM FOR VIEWING THE CATALOG, A RELAY FOR FINDING THE PART OF A CATALOG TO BE EXAMINED, AND MECHANICAL EQUIPMENT FOR MOVING THE CATALOG CARDS OR PAGES.
- TELETYPE**
TRADEMARK OF THE TELETYPE CORPORATION FOR ITS COMMUNICATION SYSTEMS USING KEYBOARD OR TAPE SENDING AND PRINTED AND TAPE RECEPTION.
- TELETYPEWRITER**
DESCRIPTIVE NAME FOR TELEGRAPH TERMINAL EQUIPMENT.
- TELETYPEWRITER EXCHANGE SERVICE (TWX)**
A SWITCHED NETWORK PROVIDING INTERCONNECTION FOR A.T.+T. TELETYPEWRITER SUBSCRIBERS.
- TELEX (ITX)**
NAME USED BY WESTERN UNION TO DESIGNATE AN AUTOMATIC TELEPRINTER EXCHANGE SERVICE PROVIDED IN U.S.A.
- TELPAK**
NAME USED BY A.T.+T. TO DESIGNATE ITS SERVICE FOR LEASING WIDE BAND CHANNELS.
- * TEMPORARY STORAGE**
IN PROGRAMMING, STORAGE LOCATIONS RESERVED FOR INTERMEDIATE RESULTS. SYNONYMOUS WITH WORKING STORAGE.
- * TENS COMPLEMENT**
A RADIX COMPLEMENT WITH THE RADIX EQUAL TO TEN.
- * TERMINAL**
A POINT IN A SYSTEM OR COMMUNICATION NETWORK AT WHICH DATA CAN EITHER ENTER OR LEAVE.
- TERMINAL UNIT**
EQUIPMENT ON A COMMUNICATION CHANNEL WHICH MAY BE USED FOR EITHER INPUT OR OUTPUT.
- * TERNARY**
1. PERTAINING TO A CHARACTERISTIC OR PROPERTY INVOLVING A SELECTION, CHOICE OR CONDITION IN WHICH THERE ARE THREE POSSIBILITIES.
2. PERTAINING TO THE NUMBER REPRESENTATION SYSTEM WITH A RADIX OF THREE.
- TEXT**
THAT PART OF A MESSAGE WHICH CONTAINS THE INFORMATION TO BE CONVEYED.
- THESAURUS**
A COLLECTION OF WORDS USUALLY ARRANGED BY CONCEPT RATHER THAN IN ALPHABETIC ORDER.
- * THREE-PLUS-ONE ADDRESS**
SEE ADDRESS FORMAT.
- TIE LINE**
A LEASED COMMUNICATION CHANNEL.
- * TIME SHARE**
TO INTERLEAVE THE USE OF A DEVICE FOR TWO OR MORE PURPOSES.
- * TOGGLE**
1. SAME AS FLIP-FLOP.
2. PERTAINING TO ANY DEVICE HAVING TWO STABLE STATES.
- TOLL**
A CHARGE FOR MAKING A CONNECTION BEYOND AN EXCHANGE BOUNDARY.
- TORN TAPE SWITCHING CENTER**
A CENTER AT WHICH MESSAGES ARE PRODUCED IN A PHYSICAL FORM AND THEN RETRANSMITTED TO THE PROPER DESTINATION.
- * TRACING ROUTINE**
A ROUTINE THAT PROVIDES A HISTORICAL RECORD OF SPECIFIED EVENTS IN THE EXECUTION OF A PROGRAM.
- * TRACK**
THE PORTION OF A MOVING STORAGE MEDIUM, SUCH AS DRUM, TAPE, DISK, THAT IS ACCESSIBLE TO A GIVEN READING STATION.
- TRACK PITCH**
THE PHYSICAL DISTANCE BETWEEN TRACK CENTERS.
- TRAILER RECORD**
A RECORD WHICH FOLLOWS ONE OR MORE RECORDS AND CONTAINS DATA RELATED TO THOSE RECORDS.
- TRANSACTION FILE**
A FILE CONTAINING CURRENT INFORMATION RELATED TO A DATA PROCESSING ACTIVITY, AND USED TO UPDATE A MASTER FILE.
- TRANSCRIBE**
TO COPY FROM ONE EXTERNAL STORAGE MEDIUM TO ANOTHER.
- TRANSDUCER**
A DEVICE WHICH CONVERTS ENERGY FROM ONE FORM TO ANOTHER.
- TRANSFER**
1. SEE BRANCH (1) AND (2).
2. TO MOVE A BLOCK OF DATA.
- * TRANSFER CHECK**
A CHECK ON THE ACCURACY OF A DATA TRANSFER.
- * TRANSFORM**
TO CHANGE THE FORM OF DATA ACCORDING TO SPECIFIC RULES.
- TRANSISTOR**
A NONLINEAR SEMICONDUCTOR DEVICE CAPABLE OF SIGNAL AMPLIFICATION.
- TRANSLATE**
TO CHANGE INFORMATION FROM ONE LANGUAGE TO ANOTHER.
- TRANSLATOR**
A ROUTINE FOR CHANGING INFORMATION FROM ONE REPRESENTATION OR LANGUAGE TO ANOTHER.
- * TRANSLITERATE**
TO CONVERT THE CHARACTERS OF ONE ALPHABET TO THE CORRESPONDING CHARACTERS OF ANOTHER.
- TRANSMISSION**
THE TRANSFER OF INFORMATION FROM ONE LOCATION TO ANOTHER.
- * TRANSMIT**
TO MOVE DATA FROM ONE LOCATION TO ANOTHER.
- TRAP**
SEE INTERRUPT.
- * TROUBLE-SHOOT**
SAME AS DEBUG.
- * TRUE COMPLEMENT**
SAME AS RADIX COMPLEMENT.
- TRUNCATE**
TO CUT OFF AT A SPECIFIED SPOT (AS CONTRASTED WITH ROUND).
- * TRUNK**
SAME AS BUS.
- * TRUTH TABLE**
A TABLE THAT DESCRIBES A LOGIC FUNCTION BY LISTING ALL POSSIBLE COMBINATIONS OF INPUT VALUES AND INDICATING FOR EACH SUCH COMBINATION, THE TRUE OUTPUT VALUES.
- TUTORIAL**
A TERM USED FOR REFERRING TO THE INSTRUCTING OF BASIC FUNDAMENTALS FOR A PARTICULAR FIELD OF STUDY OR DISCIPLINE.
- TWELVE PUNCH**
A PUNCH IN THE TOP ROW OF AN IBM CARD. (BRITISH 10 FOR PENCE).
- * TWO-OUT-OF-FIVE CODE**
A CODE IN WHICH EACH DECIMAL DIGIT IS REPRESENTED BY FIVE BINARY DIGITS OF WHICH TWO ARE ONES AND THREE ARE ZEROS, OR VICE VERSA.
- * TWO-PLUS-ONE ADDRESS**
SEE ADDRESS FORMAT.
- TWO-WIRE CHANNEL**
A CHANNEL FOR TRANSMISSION IN ONLY ONE DIRECTION AT A TIME.
- * TWOS COMPLEMENT**
A RADIX COMPLEMENT WITH THE RADIX EQUAL TO TWO.
- TYPEBAR**
A LINEAR TYPE ELEMENT CONTAINING ALL PRINTABLE SYMBOLS.
- ULTRASONICS**
THE FIELD OF SCIENCE DEVOTED TO FREQUENCIES OF SOUND ABOVE THE HUMAN AUDIO RANGE.
- * UNARY OPERATION**
SAME AS MONADIC OPERATION.
- * UNDERFLOW**
PERTAINING TO THE CONDITION THAT ARISES WHEN A MACHINE COMPUTATION YIELDS A RESULT THAT IS SMALLER THAN THE SMALLEST NON-ZERO QUANTITY THAT THE INTENDED UNIT OF STORAGE IS CAPABLE OF STORING.
- UNDERPUNCH**
A SECOND HOLE IN A CARD COLUMN WHICH IS BELOW THE ORIGINAL HOLE IN IBM CARD CODE.
- UNION CATALOG**
A COMPILED LIST OF THE HOLDINGS OF TWO OR MORE LIBRARIES.
- UNIT RECORD**
HISTORICALLY, A CARD CONTAINING ONE COMPLETE RECORD. CURRENTLY, THE PUNCHED CARD.
- UNIVERSAL DECIMAL CLASSIFICATION**
AN EXPANSION OF THE DEWEY DECIMAL CLASSIFICATION STARTED BY P. OTLET IN BRUSSELS, SOMETIMES REFERRED TO AS THE BRUSSELS SYSTEM.
- * UNIVERSAL TURING MACHINE**
A TURING MACHINE THAT CAN SIMULATE ANY OTHER TURING MACHINE.
- UNPACK**
TO RECOVER THE ORIGINAL DATA FROM PACKED DATA.
- UPDATE**
TO MODIFY A MASTER FILE WITH CURRENT INFORMATION ACCORDING TO A SPECIFIED PROCEDURE.
- * UTILITY ROUTINE**
SAME AS SERVICE ROUTINE.
- VALIDITY**
A RELATIVE MEASURE OF THE QUALITY OF BEING SOUND, CORRECT, EFFICIENT, ETC.
- VALIDITY CHECK**
A CHECK FOR ACCURACY OF CHARACTER REPRESENTATION.
- * VARIABLE**
A QUANTITY THAT CAN ASSUME ANY OF A GIVEN SET OF VALUES.
- VARIABLE CONNECTOR**
A CONNECTOR TO INDICATE A BRANCHPOINT OR AN INTERCONNECTION OF MORE THAN TWO POINTS ON A FLOWCHART.
- * VARIABLE POINT**
PERTAINING TO A NUMBER SYSTEM IN WHICH THE LOCATION OF THE POINT IS INDICATED BY A SPECIAL CHARACTER AT THAT LOCATION.
- VARIABLE WORD LENGTH**
A PHRASE REFERRING TO A COMPUTER IN WHICH THE NUMBER OF CHARACTERS ADDRESSED IS NOT A FIXED NUMBER BUT IS VARIED BY THE DATA OR INSTRUCTION.
- VECTOR**
A LINE DENOTING MAGNITUDE AND DIRECTION AS CONTRASTED WITH A SCALAR DENOTING MAGNITUDE ONLY.
- * VENN DIAGRAM**
A DIAGRAM IN WHICH SETS ARE REPRESENTED BY CLOSED REGIONS.
- VERIFIER**
A DEVICE SIMILAR TO A CARD PUNCH, TO CHECK THE INSCRIBING OF DATA BY REKEYING.
- * VERIFY**
TO DETERMINE WHETHER A TRANSCRIPTION OF DATA OR OTHER OPERATION HAS BEEN ACCOMPLISHED ACCURATELY.
- VIRGIN COIL**
TAPE (FOR PERFORATION) COMPLETELY DEVOID OF PUNCHES.
- VIRTUAL**
APPARENT AS CONTRASTED WITH ACTUAL OR ABSOLUTE.
- VIRTUAL ADDRESS**
THE IMMEDIATE ADDRESS OR REAL-TIME ADDRESS.
- VIRTUAL MEMORY**
THE LOOK-AHEAD OR LOOK-BEHIND MEMORY.
- VISUAL SCANNER**
1. A DEVICE THAT SCANS OPTICALLY AND USUALLY GENERATES AN ANALOG OR DIGITAL SIGNAL.
2. A DEVICE THAT OPTICALLY SCANS PRINTED OR WRITTEN DATA AND GENERATES THEIR REPRESENTATION.

VOCABULARY

THE WORDS OF A LANGUAGE, WITH OR WITHOUT THEIR CORRESPONDING DEFINITIONS.

VOICE GRADE CHANNEL

A CHANNEL WHICH PERMITS TRANSMISSION OF SPEECH.

* VOLATILE STORAGE

A STORAGE DEVICE IN WHICH STORED DATA ARE LOST WHEN THE APPLIED POWER IS REMOVED. E.G., AN ACOUSTIC DELAY LINE.

WAY STATION

A TELEGRAPHIC TERM FOR ONE OF THE STATIONS ON A MULTIPOINT NETWORK.

WHEEL PRINTER

A PRINTER WHERE EACH PRINT POSITION IS ON A WHEEL, ON THE FACE OF WHICH IS ENGRAVED A TYPE FONT.

WIDE AREA TELEPHONE SERVICE (WATS)

A SERVICE WHICH ALLOWS THE CUSTOMER TO CALL CERTAIN ZONES ON A DIRECT DISTANCE DIALING BASIS FOR A FLAT MONTHLY CHARGE.

WILLIAMS TUBE

A CATHODE RAY TUBE USED AS AN ELECTROSTATIC STORAGE DEVICE OF THE TYPE DESIGNED BY F.C. WILLIAMS, MANCHESTER UNIVERSITY.

WIRING BOARD

SEE CONTROL PANEL.

WORD

1. A SET OF CHARACTERS WHICH HAVE ONE ADDRESSABLE LOCATION AND ARE TREATED AS ONE UNIT.
2. IN TELEGRAPHY, SIX OPERATIONS OR CHARACTERS.

WORD LENGTH

1. THE NUMBER OF BITS OR CHARACTERS HANDLED AS A PHYSICAL UNIT BY A COMPUTER.
2. THE SIZE OF A FIELD.

* WORD TIME

IN A STORAGE DEVICE THAT PROVIDES SERIAL ACCESS TO STORAGE POSITIONS, THE TIME INTERVAL BETWEEN THE

APPEARANCE OF CORRESPONDING PARTS OF SUCCESSIVE WORDS.

* WORKING STORAGE

SAME AS TEMPORARY STORAGE.

* WRITE

TO DELIVER DATA TO A MEDIUM SUCH AS STORAGE.

ZATOCODING SYSTEM

A SYSTEM OF COORDINATE INDEXING.

ZERO-ADDRESS INSTRUCTION

AN INSTRUCTION WHICH DOES NOT INCLUDE AN ADDRESS IN THE ADDRESS PORTION.

ZERO COMPRESSION

ANY OF A NUMBER OF TECHNIQUES USED TO ELIMINATE THE STORAGE OF NONSIGNIFICANT LEADING ZEROS.

ZERO ELIMINATION

SEE ZERO SUPPRESSION.

* ZERO-LEVEL ADDRESS

SAME AS IMMEDIATE ADDRESS.

* ZERO SUPPRESSION

THE ELIMINATION OF NON-SIGNIFICANT ZEROS IN A NUMBER.

ZONE

THE 12, 11, OR 0 PUNCHES IN IBM CARD CODE.

ZONE BITS

THE BITS OTHER THAN THE FOUR USED TO REPRESENT THE DIGITS IN A DENSE BINARY CODE.

ZONE PUNCH

AN ADDITIONAL PUNCH OR PUNCHES IN A CARD COLUMN FOR PURPOSES OF EXPANDING THE NUMBER OF CHARACTERS WHICH MAY BE REPRESENTED.

80-COLUMN CARD

A CARD WITH 80 COLUMNS OF PUNCHING POSITIONS.

90-COLUMN CARD

A CARD WITH 90 COLUMNS OF PUNCHING POSITIONS.

FLOWCHART ABBREVIATIONS

ABS	ABSOLUTE	MIN	MINIMUM
ACC	ACCUMULATOR	MISC	MISCELLANEOUS
ACCT	ACCOUNT	MOD	MODIFICATION
ACT	ACTUAL	MPXR	MULTIPLEXOR
ADDR	ADDRESS	MPY	MULTIPLY
ADJ	ADJUST	MSG	MESSAGE
ADV	ADVANCE	NEG	NEGATIVE
ALG	ALGEBRAIC	NO.	NUMBER
ALPHA	ALPHABETIC	NUM	NUMERIC
ALT	ALTERNATE, ALTERATION	OP	OPERATION
APROX	APPROXIMATE	OPN	OPEN
ARITH	ARITHMETIC	OPND	OPERAND
ASONG	ASCENDING	OVFLO	OVERFLOW
ASMBL	ASSEMBLE	OVLP	OVERLAP
ASGN	ASSIGN	OVLY	OVERLAY
AUX	AUXILIARY	PG	PAGE
AVAIL	AVAILABILITY	PGLIN	PAGE AND LINE
BFR	RUFFER	PH	PHASE
BKSP	BACKSPACE	PKD	PACKED
BLK	BLOCK	PNCH	PUNCH
BLKCNT	BLOCK COUNT	PNDG	PENDING
BLNK	BLANK	POS	POSITION
BR	BRANCH	PR	PRINT
BM	BUFFER MARK	PREC	PRECISION
CALC	CALCULATE, CALCULATOR	PREV	PREVIOUS
CARR	CARRIAGE	PRI	PRIORITY
CC	CARD COLUMN	PROC	PROCESS
CD	CARD	PROG	PROGRAM
CHAN	CHANNEL	PT	POINT
CHAR	CHARACTER	PTR	PRINTER
CHK	CHECK	R+S	RESET + START
CHG	CHANGE	R/W	READ/WRITE
CHKPT	CHECKPOINT	RCD	RECORD
CLR	CLEAR	RCV	RECEIVE
CLS	CLOSE	RD	READ
CMP	COMPARE	RDY	READY
CMPL	COMPLEMENT	REF	REFERENCE
CNSL	CONSOLE	REG	REGISTER
CNT	COUNT	REL	RELEASE
COL	COLUMN	REQ	REQUEST, REQUIRE
CON	CONSTANT	RET	RETURN
COND	CONDITION	RI	READ IN
CONT	CONTINUE	RLS	REELS
CPLD	COUPLED	RM	RECORD MARK
CTR	COUNTER	RO	READ OUT
CTRL	CONTROL	RPT	REPORT
CURR	CURRENT	RSLT	RESULT
DCMT	DOCUMENT	RST	RESET
DEC	DECISION	RSTR	RESTART
DECR	DECREMENT	RTE	ROUTE
DEL	DELETE	RTN	ROUTINE
DESCG	DESCENDING	RWD	REWIND
DIM	DIMENSION	SCHED	SCHEDULE, SCHEDULER
DR	DRIVE	SCN	SCAN
ELIM	ELIMINATE	SCTR	SECTOR
ENT	ENTRY	SECT	SECTION
EOF	END OF FILE	SEL	SELECT
EOJ	END OF JOB	SEN	SENSE
EOR	END OF REEL	SEQ	SEQUENCE
EQ	EQUAL	SER	SERIAL
ERR	ERROR	SEG	SEGMENT
ES	ELECTRONIC SWITCH	SIG	SIGNAL
EXEC	EXECUTE	SIM	SIMULATOR
FLD	FIELD	SM	STORAGE MARK
FLDL	FIELD LENGTH	SNGL	SINGLE
FIG	FIGURE	SP	SPACE
FLT	FLOATING	SRCH	SEARCH
FMT	FORMAT	SPEC	SPECIFICATION, SPECIFY
FR	FROM	ST	STORE
FREQ	FREQUENCY	STG	STORAGE
FUNC	FUNCTION	STMNT	STATEMENT
FWD	FORWARD	SUB	SUBTRACT
FXD	FIXED	SUMM	SUMMARIZE
GEN	GENERATOR	SUP	SUPPRESS
GENL	GENERAL	SYNC	SYNCHRONIZE, SYNCHRONIZER
GM	GROUPMARK	SYST	SYSTEM
HDR	HEADER	SW	SWITCH
HI	HIGH	TBL	TABLE
HLT	HALT	TEMP	TEMPORARY
HSK	HOUSEKEEPING	TM	TAPEMARK
HYPER	HYPERTAPE	TMN	TRANSMISSION
IC	INSTRUCTION COUNTER	TMT	TRANSMIT
INCR	INCREMENT	TOT	TOTAL
IND	INDICATE	TP	TAPE
INDN	INDICATION	TR	TRANSFER
INDR	INDICATOR	TRK	TRACK
INFO	INFORMATION	TRLR	TRAILER
INQ	INQUIRE	TST	TEST
INT	INITIAL	TU	TAPE UNIT
INTRPT	INTERRUPT	TW	TYPEWRITER
I/O	INPUT/OUTPUT	UNC	UNCONDITIONAL
INST	INSTRUCTION	UNLD	UNLOAD
INVAL	INVALID	UNPKD	UNPACKED
IW	INDEX WORD	VAR	VARIABLE
LBL	LABEL	WD	WORD
LD	LOAD	WM	WORDMARK
LIT	LITERAL	WR	WRITE
LNG	LENGTH	WRK	WORK
LOC	LOCATION	XPL	EXPLAIN, EXPLANATION
LTR	LETTER	XTR	EXTRA
MACH	MACHINE	Z	ZERO
MAX	MAXIMUM	ZN	ZONE

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